DECEMBER 5, 2016

- Added videos showing the locations of all the "`Hidden Gnomes`."

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WELCOME TO DEDSEC
DedSec Crew

MARCUS HOLLOWAY

Marcus is masking his digital shadow at a Blume server farm as part of his initiation to join DedSec, but this is more than just getting inside the world's most notorious hacker circle or joining a family that celebrates intellectual accomplishments.

It's about being the master of his own destiny after being arrested for a crime he didn't commit because ctOS's criminal algorithms spotlighted him for the crime.

And it's about planting a virus in Blume's system that will disrupt their data gathering operations and protecting people from the mistakes that cost Marcus his future.

Marcus is driven to become one of the greatest hackers in history, regardless of the dangers and risk he needs to take. Because of his background, he never really had a chance to show his potential. Instead of conforming to the box that society forced him into, he wants to tear it all down.

His need for a family that appreciates him is what makes him care deeply about his friends. His charisma and wit make him a natural leader. He is the embodiment of San Francisco culture. He's ready to try everything once. Marcus is the first to spring into action and he isn't afraid to get in trouble.

SITARA DHAWAN

Sitara's taken full advantage of the education system. She's studied marketing, psychology, PR, and just about anything related to art, but most of her hacking ability is self-taught.

She thought moving away from the shallow LA culture to downtown SF would be a healthy change, but found hollow celebrities replaced by soulless tech giants. It's a perfect place for her artistic rebellion—where culture is being crushed by a cold industry.

DedSec is her chosen tool to fight back and she's carefully crafting the SF group in her image, making sure every public message is on-point and every logo packs a punch.

THE WRENCH

DedSec knows a guy who is part hacker and full-fledged anarchist. He wears a freaky mask with a display capable of bizarre emoticons.

He shows up for parties, slipping the beer bottle under the mask. Few people have seen his real face…but he's cute. He denies it.

He's vulgar, crude, entertaining, and an absolute adrenaline junkie—he lives on the edge.

JOSH SAUCHAK

When you meet Josh, it's easy to notice his lack of gregariousness. He's quiet and introverted, and maybe there's borderline elements of that in his personality, but the fact is, Josh is a genius.

Talking to you is just slowing him down and he's already dispensing with the small talk and harvesting the useful tidbits. He seems impatient, but it's because he doesn't bother with beating around the bush. He doesn't have time for that.

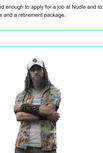
HORATIO CARLIN

Horatio was raised in a troubled household and found solace hiding on the internet and listening to music…whatever allowed him to escape into his own head and away from the shouting.

As his home life spiraled out of control, Horatio regained control over his life by learning to code and hack. It felt good, exerting control over the internet when everything else around him was going to s–t.

Fortunately, Horatio proved skilled and talented enough to apply for a job at Nudle and to get hired. It was something few people in his family had: a career with benefits and a retirement package.

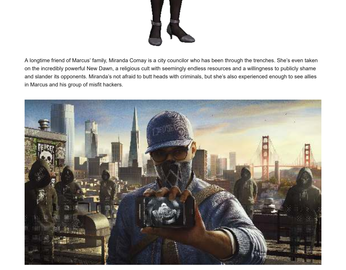
T-BONE GRADY



Raymond "T-Bone" Kenney is one of the founding fathers of the ctOS and the first in line to tear it all down. This hacking veteran normally despises "script kiddies" like DedSec, but after meeting Marcus, he's softened his stance. Ray becomes a pivotal force in DedSec's transition from pranksters to hacktivists and, with DedSec, he's closer than ever to finally paying Blume back for ruining his life. Ray is grumpy, cynical, and usually drunk before lunchtime, but beneath the rough exterior, he's the best ally a hacker could ask for. He's a skilled programmer, a "maker" junk artist, and a master hacker.

MIRANDA COMAY

A longtime friend of Marcus' family, Miranda Comay is a city councilor who has been through the trenches. She's even taken on the incredibly powerful New Dawn, a religious cult with seemingly endless resources and a willingness to publicly shame and slander its opponents. Miranda's not afraid to butt heads with criminals, but she's also experienced enough to see allies in Marcus and his group of misfit hackers.



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DUSAN NEMEC

Dusan Nemec grew up in the playground of the internet. He loved being online, interacting through social media and preferring chat boards over real-life interactions, learning to program over learning how to play sports. His heroes weren't rockstars or athletes, but the movers and shakers in **Silicon Valley** who were rewarded for their daring, their ingenuity, and, occasionally, their ruthlessness.

Dusan became **Silicon Valley**'s newest young billionaire with his proprietary technology, while his charm, skill, and transformation propelled him to CTO of Blume itself. The thing is, there is still a monster in Dusan… a beast that prizes data and hates weakness. A beast who may not think he is God, but likes playing the role nonetheless.

LENNI KASTNER

Lenny grew up in the tough neighborhood of Hunter's Point, but managed to pull her grades and finances together to get into Stanford on a scholarship. Unfortunately, Lenny never got a chance to graduate. She was busted on campus for possession of marijuana.

She still had friends and followers, however, who got her into areas of Stanford she wasn't supposed to access, and she became infamous for creating a hacker space in the basement of the Stanford CompSci building, turning one of the most reputable locations in the country into her own personal hive of scum and villainy. It was there that the nascent PRIME_EIGHT was born, out of a desire to undermine Stanford and to cleave together students like herself who weren't rich, who were on the outskirts of popularity.

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ENTERING COVER AND COVER INTERACTIONS

ENTERING COVER

Use this button when you want to move into cover, such as while inspecting a location without raising the alarm, hiding from foes during an infiltration, or stopping yourself from being struck by enemy fire during a fight. Almost every wall, pillar, post, box, hedge, vehicle, and other bit of scenery is useful and can be used as cover; however, some cover, such as wooden pallets, can break under explosive or rapid fire, and others, such as glass walls, obviously don't provide cover from foes. Look for the onscreen prompt that signifies cover is available, and move from an upright to a crouched position.

COVER INTERACTIONS

When you're in cover, you should primarily use this button and your camera to "steer" yourself through the environment. Pan the camera around slowly to see additional cover opportunities, and tap the button to move to them. Remember, these can be above or below you as well, though you must have a clear path to reach the next cover spot. If you're near a corner, an onscreen prompt ("corner") allows you to move around the corner. If there's a small gap between cover opportunities, an onscreen prompt ("swap") allows you to move between them.

You don't need to be right up to a piece of cover to crouch by it; run and hit the Cover button multiple times until you can gauge the distance to where Marcus hides behind a cover spot. Unless you're exposed to an enemy's gaze during this time, you're usually hidden. Practice these movements for a while before using them during a more dangerous operation.

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SPRINTING

A jog is the best Marcus can manage when simply moving about. But toggle the left thumbstick, and he bursts into a full sprint, which is the maximum speed he can travel outside of a vehicle. He doesn't tire, but he's also a little more clumsy in tight spaces, so use this wisely:

- Sprint to a cover location farther away without being spotted.
- Vault, climb, and (most importantly) jump larger gaps by sprinting while you're free running.
- Sprint while chasing a suspect or fleeing to a vehicle or hiding spot.
- If you're in the water, employ sprint to swim quickly.

Sprinting makes more noise than normal movements, so if you're in a restricted area and need to be quiet, don't employ it.

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PART 1: NAVIGATION AND DRIVING

Vaulting and Climbing

Sometimes the most direct route to an area of interest involves maneuvering over obstacles, which is when your free running (vault and climb) techniques come into play. This is extremely helpful in almost every situation and very easy to attempt; you simply run (or walk) at an obstacle while holding this button down.

You usually vault over anything lower than thigh height, such as the hood of a car or a low planter. You step on anything between thigh and waist height, such as a stack of pallets.

You grab and climb onto anything higher than waist height to around 12 feet off the ground, such as larger stacks of items, fences, low-roofed buildings, and many other pieces of scenery.

Anything higher that 12 feet is usually inaccessible from a sprinting free run. However, repositioning scenery (usually a scissor lift or a vehicle with a high roofline) allows you to use the object as a stepping stone to scale higher obstacles.

Continue to look for “steps” of scenic items that allow you to climb vertically and reach higher rooftops, where you sometimes can find more important **collectibles** or clues to a mission. Similarly, look for open windows and gaps you can leap across (while sprinting) to move from building to building (as shown). If you’re swimming, use the Vault button to scramble from the water, up onto a jetty or pier. Or, create your own steps: use the roof of a vehicle to climb onto a low roof.

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PART 1: NAVIGATION AND DRIVING

Emotes

Marcus has a variety of emotions and taunts you can utilize if you wish to interact with civilians, enemies, or other online players. Simply hold the D-pad down while on foot to access the Emotes Wheel, select the emote you want to use, and utilize it. Remember you don't need to access the Emotes Wheel each time you want to use the emote; just tap the D-pad and the last chosen emote is employed. You can Dance, Flirt, Greet, Cheer, Insult, or Pacify.

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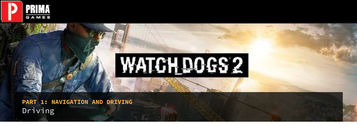


BASIC MANEUVERS

CAMERA (VEHICLE)

You can pan around your vehicle, but the camera usually pivots automatically to a view behind you if you place the camera directly behind the vehicle. Use the camera to check side roads (as shown) and the streets behind you for enemies, or check areas of interest (like hackable scenery or waypoints).

Do you want the camera behind you? Then simply pull down on the camera function and the view rights itself, behind your vehicle.

ENTERING AND EXITING A VEHICLE

To begin with, any vehicle you don't own (using the Car on Demand app) must be broken into, usually by a window jimmy (if you're not in combat), a window break (if you're in combat), or a leap into or onto the vehicle (if it's a convertible or motorbike). This takes a few seconds and can cause pedestrians to spot you and call in the theft to the police. It's best to simply drive away rather than stop and deal with any bystanders. Research the Hijacker ability to quicken this vehicle-entering process.

When exiting, remember that you don't need to be stationary to leave a vehicle; you can jump out at great speed or to prevent an imminent death. But usually it isn't wise to drive into a river or oncoming traffic unless you have the skill to avoid an accident (unless you're causing one for the sake of completing an objective). You suffer damage from a medium-speed exit or higher.

LOOKING BACK

Although your controls are seemingly reversed if you're looking from the hood of your vehicle back at the road behind you (while pressing the right thumbstick), quick glances using this button are extremely helpful; they are instant (unlike manually moving the camera around) and enable you to see foes chasing you and the distance they are behind you. You can still set up traps using hackable infrastructure in this view too.

ACCELERATING

This causes you to turn less sharply if you have your pedal to the floor, compared to releasing the gas when taking a corner. You can technically keep accelerating, brake at a corner without letting go of the gas, release the brake, and start accelerating again without missing any "acceleration time."

It's usually better to ease off the accelerator before making quick adjustment turns at high speed; otherwise you may lose control.

HANDBRAKING

This is also known as the e-brake; use this when cornering if you want to make a more pronounced swerve. You will skid out slightly. Every vehicle is different, and the speed at which you turn and e-brake also affects where you end up, as does the quality of road underneath (expect to skid wildly if you're on grass or dirt). The weather conditions do not affect your stability. Practice using the vehicles you drive most often, but once you're adept, you can try all manner of advanced maneuvers, like J-turns, donuts, and precision cornering without hitting anything!

BRAKING

Obviously, you brake when you wish to stop or slow for a corner, and the amount of pressure on the trigger results in a leisurely or abrupt slowdown. But if you're worried about hitting pedestrians, need to come to a complete stop, don't know the area, or want to ensure accuracy as you reach a narrow or enclosed area, tap on the brakes.

REVERSING

Keep your finger down on this trigger, and after your vehicle stops, it begins to reverse. Don't wait for the camera to drift to a new position; use the Look Back button so you can instantly see what's behind you. Use reverse to get out of a dead end or other tight spot or if you overshoot a side street or alley you desperately want to reach. You can also use it to ram vehicles following you, if there's an advantage in doing so.

RADIO AND MEDIA PLAYER

Remember you can check your phone view (bottom-left screen) as well as open and control the Media Player (once you purchase it). Want to switch off all music, including the radio? Then switch "Game Options > Settings > Audio and Language > Autoplay Music in Car" to off.

DRIVING: AIMING AND SHOOTING

Just like when you're on foot, you can access the Weapon Wheel inventory, choose a weapon, and draw it while inside your vehicle. Then you can use it while you're in a vehicle (notice the appearance of a target marker), which compromises stealth. Cops can certainly see you using a weapon in the same way as they spot you while you're on foot. Since you're driving a vehicle, don't expect the same type of competency while aiming and firing, but using weapons while driving can quickly remove foes, burst tires, or take down explosive objects when hacking fails. It's also useful if you're a passenger in a car with a co-op buddy. Remember to put away the weapon if you're attempting a more stealthy driving plan. Need to see the weapon you're holding while driving? Try the Interior View.

DRIVING STEALTHILY

If you're attempting to flee one or more hostiles (such as the police), stealth driving is extremely useful. There are more specific techniques listed later in this chapter, but as a general rule, you should first break the enemy line of sight (so your minimap has you "escaping" and in yellow). Then stop your vehicle and hide in it; notice the small blue radius around your vehicle—if a foe moves into this radius, you'll be spotted. Wait for this misunderstanding to all blow over. Then restart your vehicle and leave the vicinity of your previous, violent actions.

CYCLING THE CAMERA

Don't overlook this useful and wildly entertaining camera function! There are four camera angles you can cycle through, usually by hitting down on your D-pad.

INTERMEDIATE MANEUVERS: DRIVING

BOOSTING (ENGINE OVERRIDE)

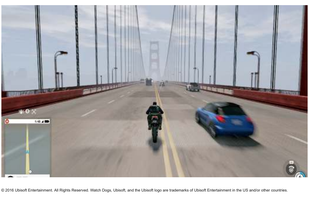
If you've purchased the Engine Override hack from the ./Research tree, you can trigger a burst of speed in a vehicle at the expense of your Botnet Resources. This is an incredibly useful ability, which works with any vehicle, as it substantially increases top speed and enables you to reach destinations much more quickly, reach enemy vehicles, and boost over large ramped jumps. Tactical knowledge for this ability and how to remotely control vehicles is detailed in the ./Research section of this chapter.

J-TURNING

J-turns involve reversing at speed, turning tightly while handbraking, and then accelerating strongly in the direction you want to go—usually 90 or 180 degrees from the direction you started in. Try it!

LANE-SPLITTING

If you're driving at speed, ignore lane discipline. On two-lane roads, stay in the middle, as there's less chance of hitting a car heading the same way. On four-lane roads, stay in the middle of the road or between the oncoming traffic; you can usually squeeze through. This is known as *lane-splitting*. Bikes are particularly adept at this.



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BOATS

MOTOR-BASED BOATS

Boats with a motor—motorboats, fishing boats, speedboats, and water taxis—have a similar accelerating and braking mechanism to cars. They are extremely proficient at maneuvering from landmass to landmass (e.g., **Marin** to **Oakland**) if you don't want to take a bridge.

The speedboat (shown) is wide and fast, the motorboat is wide and slightly slower, while the fishing boat is average in speed but narrower. However, any of the craft (except for the water taxi) are more than adequate for any water-based activities you have planned, and they certainly beat swimming! Don't underestimate boats; they can allow you to flee from a police chase and force the cops to switch to aquatic craft to bring you down!

SAILING

The Side Operation involving racing sailboats and sailing a boat you may steal or purchase requires a knowledge of wind direction. There's a knack to this, explained in the World and Activities section of this chapter.

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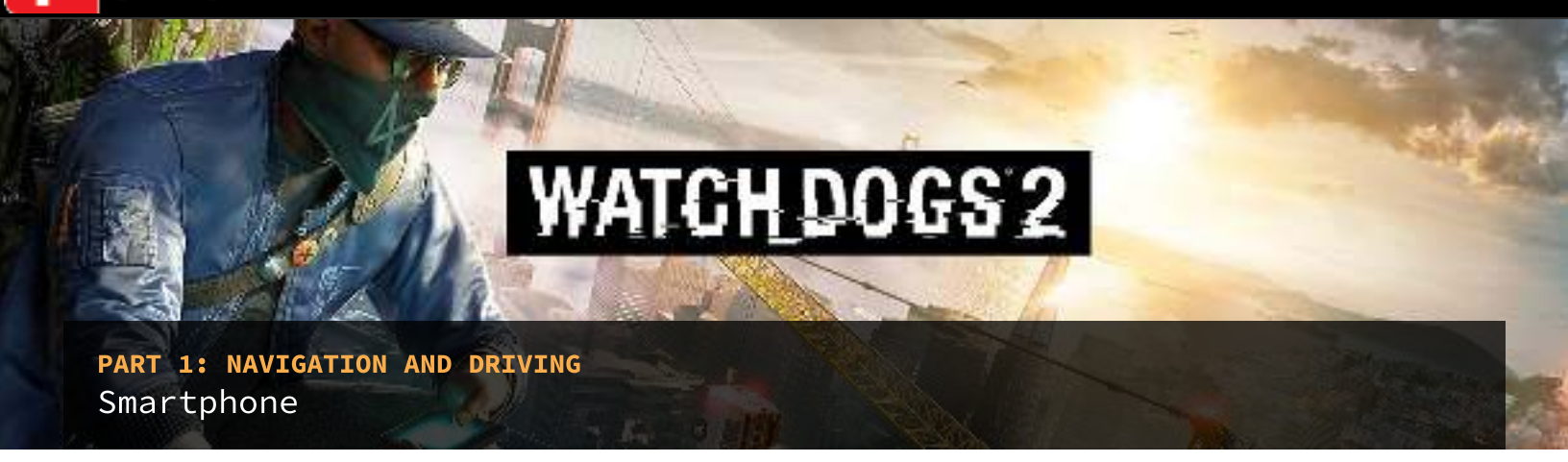

PART 1: NAVIGATION AND DRIVING

Smartphone

Using the DedSec smartphone is the key to accessing operations, missions, and all important content to your continuing well-being. It has a great deal of functionality.

1 **New Content Available:** This appears every time new content (a red dot) appears on on any of your apps.

2 **Music Icon:** This shows you're playing music. Switch music off and on using the Media Player app.

3 **Time and Battery:** This shows the current time, along with your signal strength and battery. The latter two icons aren't relevant to your needs.

4 **Followers:** Gaining Followers to DedSec is of paramount importance, especially as you need over 4 million of them on the last Main Operation! Check here to see how many you have at a glance.

5 **Research Points:** This shows how many Research Points you'll acquire when your Follower count reaches the next level indicated. Spend them to unlock abilities in the ./Research App.

6 **Wallet Icon:** Need to check your cash? Look here!

7 **Money:** This shows your available cash. Use cash to purchase clothes, `weapons`, and drones.

8 **Current Weather:** This shows the current climate for one of the four Bay Area locations you're in—`Marin`, `Oakland`, `San Francisco`, or `Silicon Valley`—along with today and tomorrow's forecast.

9 **Nudle Maps:** An App Shop download, this accesses your main map function, allowing you to more accurately and swiftly maneuver about the Bay Area.

10 `DedSec App`**:** Given to you during your first Hackerspace meeting with DedSec, this tracks your available operations (Main, Side, and Online), including those you've completed. The red circle number indicates newly available operations you haven't tried yet.

11 **./Research App:** Given to you during your first Hackerspace meeting with DedSec, this allows you to spend Research Points to unlock an increasing number of spectacular research abilities.

12 **Car on Demand App:** An App Shop download, this allows you to order vehicles you purchased from a car dealership, and unique vehicles you found in the world or received as an ULC.

13 **App Shop:** The Blume App Shop is the place to purchase all the non-DedSec apps listed here. Each app costs very little money, so it's worth purchasing all of them as early as possible in one fell swoop.

14 **Media Player:** An App Shop download, this allows you to sort and play all your music and listen to local radio stations.

15 **Driver SF:** An App Shop download, this provides a good source of extra income as you drive clients to different destinations around the Bay Area.

16 **ScoutX:** This App Shop download lets you explore the Bay Area landmarks by visiting each one and taking a selfie when you get there.

17 **Director's Cut:** This App Shop download lets you change the filter you see the world in, and removes the HUD if you want to take better screen captures.

18 **SongSneak:** This App Shop download lets you pilfer nearby songs and add them to your Media Player collection.

19 **Gallery:** View all of the photographs you've taken at various times during your adventure.

20 `Leaderboard`**:** View the statistical data for you, your friends, and online opponents regarding online activities. You can also compete for rewards based on your rank.

21 **Ubisoft Club:** Join the Ubisoft Club to receive exclusive presents and Follower additions.

22 **Ubisoft Club Challenge:** Join the Ubisoft Club to receive exclusive challenges with great rewards to claim.

23 **Camera:** Access this to take photographs and selfies to add to your gallery or as part of a Side Operation, or when you're using the ScoutX landmark app.

24 **Know-It-All:** This offers tutorial and tips on all aspects of your game.

25 **Multiplayer:** Locate your online buddies, and access all three online multiplayer modes from this app.

26 **Game Options:** Tweak, fiddle, and generally change all aspects of the game.

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PART 2: HACKING

Automatic Takedowns

After you learn what **BotNet** Resources are, use some of them to aid in your evasive maneuvers during a vehicle chase and escape from the enemy. When the prompt appears onscreen, trigger an auto takedown, which usually involves disrupting scenery that you've driven past (e.g., bollards, a steam pipe, or traffic lights) but the enemy vehicle hasn't reached yet. This allows you to escape pursuers by the simple act of timing a scenic hack.

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PART 2: HACKING

Botnet

BotNet Resources are indicated by the icon in your screen's bottom right. Use these to perform every type of hack around you. Every hack uses a varying amount of BotNet resources, and although these regenerate over time, it is always preferable to have a full (blue circle) BotNet, especially if you're about to begin a taxing infiltration operation. Some important points to remember:

- **BotNet color:** Blue BotNet sections indicate BotNet resources you have available to use for hacking. Red botnet sections are those that are regenerating; expect to use them imminently. White Botnet sections are resources that you've used up and are waiting to regenerate. You can't use these currently.
- **Improving BotNet Capacity:** You start with four segments of your BotNet wheel available (colored blue). The maximum you can have is 20. Unlock a better BotNet capacity as soon as possible, so you can continue to repeat hacks (such as vehicle boosting). Unlock full capacity (16 segments) in the ./Research app.
- **Draining Phones:** The only other way to refill your BotNet (besides waiting for regeneration) is to hack civilians and drain their phone's BotNet resources (as shown). Do this as a force of habit before embarking on any difficult operation, while `driving` and passing civilians, or by hiding and adding to your BotNet resources during operations.

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PART 2: HACKING

Hacking: Objects

You can manipulate various inanimate objects or scenery, depending on how you wish to use it. While you're holding down your Hack button to target an object, a hacking module appears, giving you a choice of up to four options: trigger, proximity trigger, shut down, and attract.

Trigger: This starts the object's function, which for you is usually the detonation of the object. Though this can severely wound an enemy nearby (and you), it's much better to lay a trap with the other hack options first.

Proximity Trigger (Trap): This creates a small, dome-shaped field around the object. Any foe (not friend, drone, or Marcus) that steps into the field automatically triggers the trap. This is a fantastic and often-used technique to remove foes you can't easily attack at melee range. It also helps "herd" enemies to the source of the trap, while you explore elsewhere. Note you don't need to trigger the trap, just the proximity dome.

Shut Down: This switches off the device temporarily. While this isn't helpful for objects you actively want to detonate, it's very useful when interacting with objects that need to be switched off, such as motion detectors or laser fencing. It also stops the enemy from using the object too, so use it on gates to halt foes from sending in reinforcements. Note the "countdown" of the Shut Down icon; this isn't a permanent option. It can also be used to stop the more "enthusiastic" of co-op players from causing havoc when you're trying stealth infiltrations, too!

Attract: This attracts any nearby foe to the object. It can be done multiple times (if a foe is too far away). Use this to move a foe away from a route you want to take, so you can sneak past without tussling with the enemy. Better yet, prepare the proximity trigger first, then attract the foe so he walks right into your trap!

It is important to note that not every object has the same hacking outcomes. For example, you can only shut down a traffic light or change the light colors. Therefore, it's worth checking each hackable object for its functionality. The previous list applies mainly to junction boxes, vault transformers, HVAC units, explosive pallets, and gas pipes. The complete list of hackable objects in this chapter lists all hackable objects.

HACKED OFF—HACKING OBJECTS

Don't have access to some of these hack options? Then unlock them with the ./Research app! This type of hack can be attempted by Marcus or remotely using the `RC Jumper` or Quadcopter drones.

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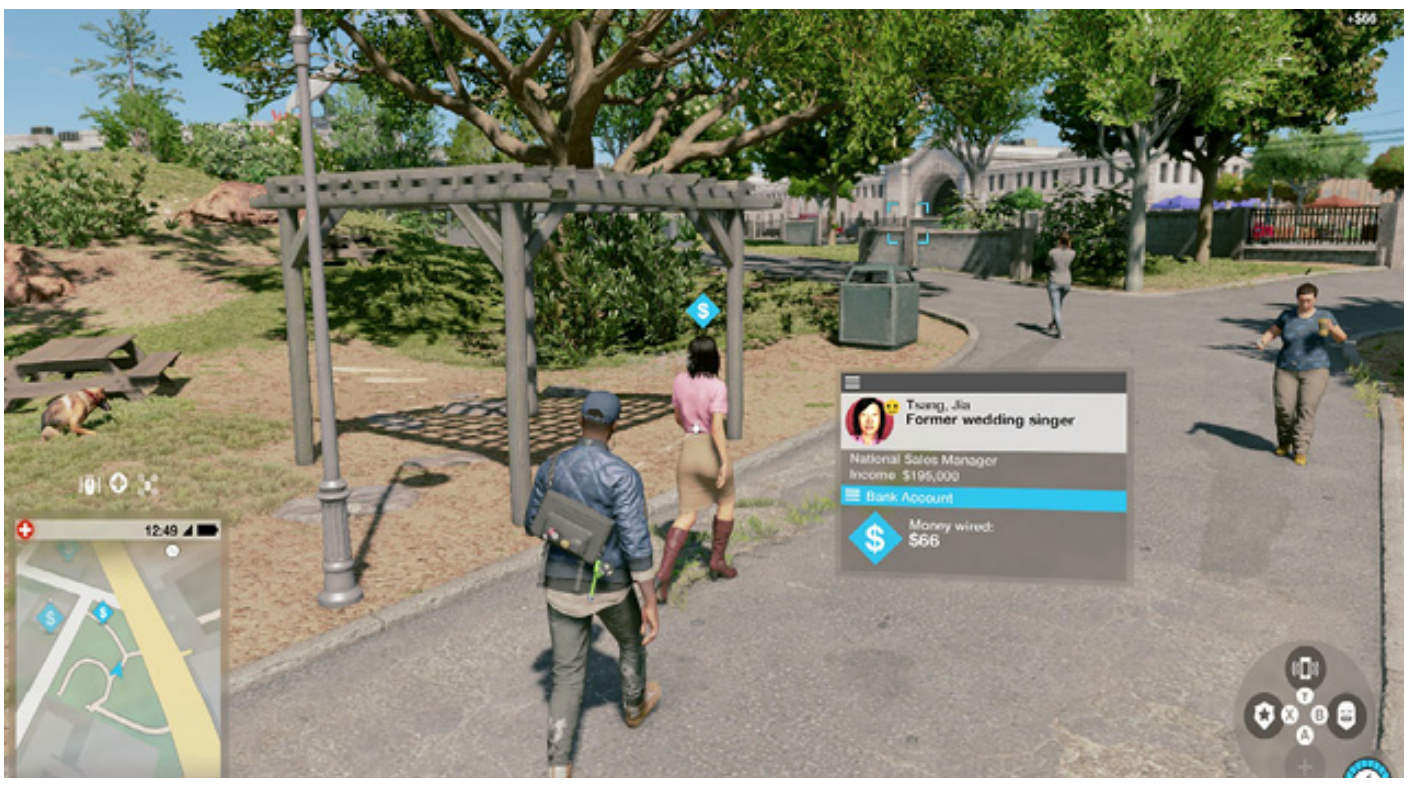
Every person, whether an innocent citizen or a private guard that you need to neutralize, can also be manipulated to your advantage. While you're holding down your Hack button to target an individual, a hacking module appears, granting you a choice of up to four options: Acquire, Call the Police, Distract, and Call a Gang

Acquire (Intel): This hacks into any text, phone, or other conversation the person is having. This is usually just for flavor when hacking civilians.



Acquire (`BotNet`): This quickly regenerates any `BotNet` resources you have used, which haven't regenerated yet. This is incredibly helpful and should be a habit of yours.

Acquire (Resources): This utilizes the phone as a miniature taser, which can electrocute the target and make them fall to the ground unconscious.

Acquire (Bank Account): Siphon funds directly into your bank account. This is a great way to quickly gather enough funds to purchase drones and `weapons`.

Acquire (Detonate): If a well-armed enemy is carrying grenades, this simply primes a grenade and causes it to detonate on the foe. Though loud, it's a great way to remove threats you don't mind killing, at range.

Call the Police: This enables you to select a target and call cops to apprehend them. This even works on other cops! You need to wait a few moments for the police to arrive, and arrest the foe or engage them in a firefight. This can cause havoc during stealth infiltrations, but it can also cause excellent distractions that leave you alone to complete objectives.

Distract (Phone Call): One of the most useful hacks you'll ever use, this causes the enemy to pick up their phone and check it. As they're preoccupied with their device, you can move yourself or your drone straight past them (to melee range) without being spotted. This forms the cornerstone of any great stealth infiltration.

Distract (Noise): If you're using the distract hack on an opponent who is actively pursuing you or attacking you, he won't be stopping to take a fake phone call, will he? Fortunately, instead this causes his earpiece to make an ear-bleedingly unpleasant noise, temporarily incapacitating him for a few seconds. Use this time to step to him and melee attack, kill him, or avoid him. Another hack that saves your life time and time again.

Call a Gang: This is similar to calling the police but instead signals a rival gang to come in and fight the foe you've selected. Use this on police forces you engage in or during any operation or infiltration (just like the "call the police" hack), to remove a foe and to use distractions to help you complete an objective.

HACKED OFF—HACKING PEOPLE

Don't have access to some of these hack options? Then unlock them with the ./Research app! This type of hack can be attempted by Marcus or remotely using the `RC Jumper` or Quadcopter drones.

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PART 2: HACKING

Hacking: Vehicles

Every vehicle, including motorized boats, can also be hacked and manipulated. Hold down your Hack button to target a vehicle. A hacking module appears, granting you a choice of up to four options:

Make Vehicle Back up, Turn Left, Go Forward, or Turn Right: Assuming you have the Vehicle Directional hack unlocked (./Research App), you can play "`remote control`" with any vehicle. This can be a parked vehicle, a target vehicle within a mission, or a moving vehicle driven by a citizen, gang member, or the police!

Back Up: The vehicle reverses about 20 meters or so, then stops.

Turn Left or Right: The vehicle makes a sharp left or right turn, then stops.

Go Forward: The vehicle accelerates forward, usually only stopping after hitting something.

Parked Vehicles: Use this when practicing remote `driving` or when you need to block a pursuing vehicle or cause a pileup a foe can't get around.

Target Vehicles: If you need to move, steal, or destroy a vehicle during an operation, then remotely steer it out of a restricted area to a safe spot, then you can enter the vehicle and escape. Or, steer a vehicle that needs to be destroyed into an explosive object or prep it with an explosive bomb. Or drive it into the ocean (if it isn't a boat).

Moving Vehicles: Hack these if drivers in front of you are in danger of blocking your path and you need to clear a way forward. Hack police pursuers to stop them from chasing you or to cause a pileup.

HACKED OFF—HACKING VEHICLES

Don't have access to some of these hack options? Then unlock them with the ./Research app! This type of hack can be attempted by Marcus or remotely using the `RC Jumper` or Quadcopter drones. You can also stand on the vehicle and ride it like a skateboard!

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PART 2: HACKING

Lock: Access Key

During infiltrations, you'll be hacking more than your fair share of security doors. Some doors are unlocked and can be pushed open. Some security doors are locked but are quickly hackable (colored light blue). However, some security doors are locked with an access key. They have the access key icon next to them; if you hack a locked door like this, it informs you that an access key is needed.

The key will be in one of two types of locations: on an enemy guard or on a computer (usually a laptop). Obtain the access key by cycling through **security cameras** until you can spot your access key–carrying target, or use the Quadcopter, **RC Jumper**, or Marcus with a clear line of sight.

As soon as you, a drone, or a security camera hacks an access key, it becomes available to Marcus. You keep the access key for the remainder of the specific operation.

HACKED OFF—ACCESS KEYS

This type of hack can be attempted by Marcus or remotely using security cameras, the RC Jumper, or Quadcopter drones. Note that not all access keys are needed for operation completion, though it's usually best to send out a Quadcopter to quickly gather an access key, especially during co-op operations.

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PART 2: HACKING

Lock: Closed-Circuit Terminals

Closed-circuit terminals (CCTs) are used to lock important access points, usually security doors or gates. To hack them, hold your Hack button and profile the locked door or the CCT to reveal the dataflow. Dataflow are red lines starting at the CCT and ending at the locked entity or entities; for example, one CCT can unlock multiple gates. `NetHack` view also reveals the dataflow.

You must now unlock and shut down the CCT with a physical hack. Once this occurs, the dataflow turns from red to blue, and the entity (door or gate) can be unlocked with a simple hack (it, too, turns from red to blue).

HACKED OFF—CCTS

This type of hack can only be attempted by Marcus or remotely using the `RC Jumper`. Note that you may not need to unlock and shut down every CCT for operation completion, though it's usually more advantageous to do so.

Look for dataflow, which usually follows the line of a network cable and almost always ends up at a switch console—a router you hack, intrude into, or unlock.

Dataflow is slightly easier to see at night. It is also much easier to see in `NetHack` view.

Data flow can be inaccessible after transformer explosions.

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PART 2: HACKING

Lock: Network Bypasses

Some network security requires a sometimes-convoluted unlocking of dataflow. For this, a Network Bypass is launched. Dataflow, when colored red, is protected, but once you hack the data flow, it turns blue.

This is a minigame of sorts, in which you must move conduit nodes into position to unlock subsequent nodes. The layout of the dataflow may seem strange, but it follows the layout of the building structure you're looking at. Complete solutions for each Network Bypass is included for all Main and **Side Operations**.

HACKED OFF—NETWORK BYPASSES

This type of hack can be attempted by Marcus or remotely using security cameras, the RC Jumper, or Quadcopter drones. The Quadcopter in particular makes solving these puzzles much easier. You can find these puzzles during many operations.

They are relatively straightforward if you take your time, apply logic, and start from the blue areas. Concentrate on the nearest locked node one at a time, and turn certain angle nodes to change the dataflow direction numerous times to allow access to different parts of the hot spot.

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PART 2: HACKING

Mass Hacks

Use mass hacks to cause a great deal of havoc and confusion in a single instant. Unlock them using your ./Research app. Once you have access to one, two, or all three of them, hold up on your D-pad to access **the Equipment Wheel**. Choose one of the bottom three options (first picture). Then use the Mass Hack button (usually the right shoulder button) to employ the hack. There are three to try:

Mass Systems Crash: This shuts down all hackable objects in an area. This can be highly dangerous if you have a security door between you and an exit, as this locks, preventing progress. However, if enemies are behind security doors, they become stuck. Gates won't open, and no objects can be hacked by either you or the enemy. This allows you to flee more easily, which is particularly useful during online bounty hunts and invasions where you need to cripple a rival's capabilities.

Mass Vehicle Hack: This causes a large number of vehicles in the vicinity to remotely move in a random direction. You can't control the direction, but the sheer number of vehicles makes this is a perfect way to cause a car crash, allowing you to speed away to safety. This is a good way to stop pursuers and a better way to end online bounty hunts and invasions in your favor.

Mass Comms Disruptor: This distracts all citizens and enemies in a nearby area. If a firefight is getting out of hand or you're in danger of being spotted, getting every foe in a restricted area to take a phone call can be incredibly useful. It's even better during co-op operations if you do it once and your friend does it a second time! This has all the benefits of the Distract hack, but it affects most enemies at once.

HACKED OFF—MASS HACKS

This type of hack can be attempted by Marcus or remotely using the RC Jumper or Quadcopter drones. As these take a long time to recharge, cycle through all three mass hacks if you can use a different type while the first is recharging.

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PART 2: HACKING

Nethack

The first picture shows your normal vision. The second shows your vision in NetHack view. It has advantages as cameras and RCs (drones) become visible through walls. It's initially useful when cycling through remote **security cameras**, as you can view cameras through walls and access them (which isn't possible in normal vision). When switching between normal and NetHack view, it's important to understand the benefits you receive:

Blue Entities: Anything collectible or hackable either emanates a blue "spark" or is colored blue. Unlocked dataflow, key data, rewards, hackable objects (including doors, **RC Jumper** vents, and scenery you can hack as proximity traps), cameras, and RC devices (drones) are all this color.

Red Entities: Locked dataflow, locked objects (such as doors and CCTs), and enemies are colored red. This is important for picking out foes from citizens, scouting and **tagging enemies**, and providing an **overview** of threats within a restricted area.

PART 2: HACKING

Profiling

By holding down the Hack button, you can use your profiler to learn facts about people and objects. Anything you target with information about it will appear on your screen.

Citizens: Those with a gray box have little valuable information. Citizens with a blue box have some type of information to impart (see **Hacking: People**, previously). The type of information is listed in the box.

Enemies: These have similar information, in a blue or red box. If you're profiling an enemy, this shows which foes can call in reinforcements, thus making them primary targets for "removal. If you've tagged a foe for the police or a rival gang to take out, this information supplants the previous information.

Vehicles: These have their model and make, which is handy to check against your Car on Demand app; if you like a vehicle, profile it to see the make, and order it with the app after visiting a car dealership.

Objects: These have a gray box detailing what hacks are possible. A scissor lift, for example, reveals it can be remotely controlled. An AC unit can be hacked to deliver a nonlethal shock.

HACKED OFF—PROFILING

Profiling can be attempted by Marcus, your RC Jumper, and Quadcopter.

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PART 2: HACKING

Quick Hacks

No time to use the Hacking Module to select a specific hack? No worries; use the quick hack function to execute commonly used hacks on people, objects, and vehicles. While you're targeting an object, vehicle, or person, the type of quick hack you'll complete is shown next to your **BotNet** module. Just tap your Hack button if you want to attempt it. This is usually advantageous and based on the hacks you've unlocked in the ./Research app. Use these in a pinch. Quick hacks are also available when using your **RC Jumper** and Quadcopter, too.

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PART 2: HACKING

Remote Control

Certain objects, such as scissor lifts, forklifts (pallet and car), and cranes have a remote-control function. While you're targeting, take control of the object, and use it to maneuver around. If it has a lift capability (such as the scissor lift or forklift or the cage from a hanging crane), it can be controlled, with you or your **RC Jumper** sitting on the lift platform.

PART 2: HACKING

Security Cameras

One of the earliest hacking methods to learn is taking control of security cameras, usually within or around a restricted area. Switch between normal and HetHack views to spot cameras, enemies, and RC devices (such as scissor lifts you can control) through walls. Target enemies to tag them (a process known as “scouting”) so they appear on your minimap. Whenever you first begin an infiltration of a restricted area, cycle through the cameras to get a lay of the land.

HACKED OFF—SECURITY CAMERAS

While security cameras provide a good overview of a restricted area, nothing beats releasing a Quadcopter into the skies to completely patrol an area, tagging all enemies and finding potential areas or locations to lay traps and set up choke points. Do this instead of using security cameras at your earliest convenience, unless a restricted area is too closed in for your flying drone.

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PART 2: HACKING

Security Systems

Security systems come in two forms: the motion detector and the security laser. Use the **NetHack** view to reveal a motion detector's scanning area, then hack and shut down either security system to pass by undetected. Be warned, the shutdown is only temporary, so if a security system's hackable area is impossible to see without stepping into its cone of **detection** (e.g., if a motion detector is above a door you step through), you may need to trigger the alarm. Alarms cause all enemies to become hostile and can cause reinforcements to arrive.

HACKED OFF—SECURITY SYSTEMS

It's always better to shut down a security system than wander through it. But note that you can avoid some motion detectors simply by stepping to the side of the detection cone. Moving laser fencing can be dodged. All types of laser fencing can be driven or flown under or over using either drone. You can also remotely shut down security systems using either drone if you can't do it manually. Finally, it's worth shooting the hackable part of a security system with a taser to permanently shut it down.

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PART 3: ONLINE
Overview

This section details the four types of online missions you can attempt: Co-op Operation (two-player), Hacking Invasions (steal data from rivals), Bounty Hunter (join the cops and hunt down rivals or be the rival), and DedSec Events. Access **online operations**, Hacking Invasions, and Bounty Hunting via the Multiplayer app on your **smartphone**. DedSec Events appear randomly on your Nudle Map.

Online Privacy: You can change online privacy settings in the Game Options > Settings > Online Preferences Menu, as well as how you appear to others. Also make sure to check out (and change) your online appearance at these preferences; this is how you appear to other human players during Online activities.

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PART 3: ONLINE

Hacking Invasion: Hacker and Target

THE HACKER

Your goal is to complete your download while remaining undetected. Initiate the download from a safe distance. Stay hidden. Do not injure the target. If detected, escape. The hacker should also attempt one or more of the following overall tactics:

Hiding Spot: Try to find a hiding spot before starting the download. Starting the download in the open is risky. Always start from cover if you can. It's much better to be in a hiding spot and remain there than move around after the hack begins.

Other Hiding Spots: Remember that maneuvering above or below a target, such as on rooftops or underground parking garages, is also a great place to hide, as the foe must work quickly to find you. You can pretend to be a pedestrian walking or hide in a car (which doubles as a getaway vehicle); however, pretending to be an innocent citizen doesn't fool many targets, especially as you're easy to spot and uncover once the hack begins.

Target Reaction: The target becomes aware of your hacking attempt as soon as you start the download. Be ready.

Download Zone: Once the download is started, the download zone appears around you, and gets smaller over time. You must stay within it to complete the download. If you exit the zone, a timer will warn you to get back inside. Failure to comply will abort the hack and will not net you rewards.

Send in the Drones: You can first find a good hiding spot, then send your drone (the Jumper, or better yet, the Quadcopter) to start the hack. You will be safe and secure when the Target becomes aware of your hack, though your drone leads your Target back to you, so use either device with caution.

Camera Hack: Other options include using `security cameras` to cycle through to a target from a remote location, so you aren't immediately obvious to the target.

Distractions: Create distractions to confuse the target once the download is started. These include vehicle hack cars near him to make him think you're inside or calling the police or gang members on civilians to start a fight and cause noise. Remember this can be done by drone, too, so you don't have to leave your hiding spot.

Look up: Pay attention to the sky. You can shoot and destroy a target's Quadcopter before they see you, if you're quick enough.

Escape: If you're discovered, you must escape; harming or attacking the target will abort the hack attempt and you will not receive rewards. Perform all the necessary escape techniques as if you were losing a tail during a Heat felony.

THE TARGET

You must locate and eliminate the enemy hacker, who is hiding in the purple zone. `NetHack` can reveal the hacker's identity. Reveal the hacker in vehicles by getting close to the vehicle.

`NetHack` **and You:** `NetHack` is a powerful tool that helps you find the hacker more easily. Civilians you target in `NetHack` change colors and fade out if they aren't the hacker, and you can keep track of who you already checked this way. However, when the zone shrinks (once the hack is a certain percentage complete), the data is scrambled and the civilian's colors will reset.

`NetHack` **and Drone:** Try combining the `NetHack` view and either of your drones (especially the Quadcopter) for effective searching.

Inspecting Vehicles: When inspecting vehicles, you have to get close enough to see if the driver is the hacker or not.

Remote `Vehicle Hacking`**:** If you suspect the hacker is inside a vehicle but it's too far away to inspect the driver, try `vehicle hacking` the vehicle: this reveals the hacker, if they are present. The exception to this is the mass vehicle hack.

Stopping an Escape: When a hacker is found, they usually attempt an immediate escape. Hack and remotely control their vehicle to stop them, then hack steam pipes and other environmental explosives to hinder any escape route they have.

Grenade Launcher Goodness: It's handy to have a portable projectile punter to dramatically improve the chances of stopping the enemy. If you can stand blasting innocents, using this indiscriminately to flush out a foe is another option, though the chaos this causes could benefit the escapee.

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PART 3: ONLINE

Leaderboard

Overview: Leaderboard is an app that displays the performance of players in online activities. Each season, participating players can earn a new reward. Elite players can receive a higher-quality reward.

Bounty Hunter Leaderboard Ranking (Hunter): Score points and improve your ranking in Bounty Hunter byhacking or damaging the enemy's vehicle. Earn maximum points by dealing the killing blow. Did the target escape? You earn fewer points.

Bounty Hunter Leaderboard Ranking (Target): Score points and improve your ranking in Bounty Hunter by neutralizing hunters, escaping both the police and enemy (human) hunters, and removing your Heat level.

Co-op Operations Leaderboard Ranking: Look for operations with a higher difficulty, as they grant you more points when you complete them. The difficulty is noted in the **DedSec app** at the bottom of the operation information. Also complete optional objectives, which earn points in easy and normal operations, and even more points in high difficulty operations.

Hacking Invasion Leaderboard Ranking (Hunter): A 100 percent download earns maximum points. If that's not possible, attempt to escape from your opponent, as dying earns you the fewest points of all.

Hacking Invasion Leaderboard Ranking (Target): Find the hacker quickly to earn extra points, and neutralize them to earn even more. Swift and cunning removal of your opponent nets you the maximum points.

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TARGET (BEING HUNTED)

Your goal is to escape the police and enemy bounty hunters; there can be up to three. Earn bonus rewards for eliminating hunters. Use explosive devices to set deadly traps.

Takedowns: You get more rewards for taking down hunters. Stand your ground and try neutralizing your pursuers before escaping!

Feeling the Heat: In addition to entering high-heat conflicts with the police (you may become a target any time your Heat level is 3 out of 5 or greater), you can become a target directly by using the Multiplayer app on your phone: Select the Bounty activity. Select “Trigger a Bounty” option to become a target.

Hide, then Flee: With the Multiplayer app, you can go to an area that you’ve previously found advantageous to defend (with good scenery, narrow entrance gates you can use as choke points, and good escape routes you already know about). Trigger the bounty there, waiting for the hunters to come to you.

All the Trappings: Try defending the area with proximity-hacked explosives. During the attack, lure any hunters to these explosives. It’s also good to gain some height so you have a better line of sight, can use scoped **weapons**, and have more places to lob devices.

During an Escape: In addition, using proximity hacks on steam pipes is a great way to slow down your pursuers while escaping. But nothing beats a vehicle with a high top speed, especially one that can also go off-road without getting stuck. If you have the time, destroy any nearby vehicles from your hideout so enemies have farther to find vehicles (and the vehicles aren’t likely to be high-powered) while you zoom away in a fast car or bike you already parked in a safe place.

Target (Coop): You can also play the role of a “protector” if you’re partnered with the Target in this mode; do all you can (including self-sacrifice) to ensure your Target friend escapes!

HUNTER

Your goal is to neutralize the escaping target. Get into a fast vehicle. Use **vehicle hacking**. Police are working alongside you. Rewards are shared with other hunters (human, online).

Who’s Who: As a hunter, the police will focus their attacks on the target and won’t be a threat to you. Other hunters are DedSec allies working alongside you. The rewards for winning as hunters are shared with all hunters.

Vehicular Hacking: When chasing a target, use **vehicle hacking** to slow them down. If other hunters are helping, wait for their vehicle hack to be over before using yours, maximizing the effect on the target.

Hello, Friend: You know a friend used a vehicle hack by the green Vehicle Hack icon on the victim of the hack.

Danger: Unstable Surfaces: When chasing a target, be wary of any proximity hacked steam pipes on the road and other surprises your foe might leave out behind!

Neutralizing a Hideout: When attacking a target who is defending a location, send in your Jumper (or better yet, your Quadcopter) to scout any defenses they might have laid out (like proximity hacked explosives). You can spot enemy proximity explosives in **NetHack**. Scan for them and use the Shutdown hack to disable them.

Death from Above: An upgrade to the Quadcopter lets you drop explosives from it, offering a powerful and safe way to flush the target out. Consider acquiring that ability.

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PART 3: ONLINE

Online: Co-Op Operations

Co-op Operations can be played alone or with a partner. Look for purple operations on the Nudle Map and three **Online Operations** on the **DedSec app**—Crime Hunt, ctOS Haxxx, and (Un)Lawful (Dis)Order. Team up with a player via the Multiplayer app. Co-op Operations can be replayed endlessly. A general **overview** and specific tactical infiltration plans for each of the 20 restricted areas you can enter in this mode are provided later in this guide.

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DedSec Events are small operations that happen randomly around you. The objectives of DedSec Events vary. These events often happen when two DedSec members are near each other. Teaming up will help you to complete the objective and get rewards, though DedSec Events can be played with one or two players. There are four variations of DedSec Events:

HACK THE HACKER

OBJECTIVES

- Locate the hacker in the area.
- Download the data carried by the hacker.

Sitara usually lets you know about Prime_Eight, a rival hacker with a history of messing with DedSec. One of his operatives is nearby, and you're here to hijack his phone, ideally without being spotted. When the previously purple icon disappears (at around 60 meters away from the target), switch to **Nethack**. Notice that the target has a glow around them. That's your clue this citizen is of "prime" importance; an objective marker now appears above him.

Close in on your target, ideally without them seeing you. Begin the hack, ensuring you're standing (or **driving**) within the blue circle shown on your minimap. Step outside this circle, and the hack stops temporarily and a warning timer counts down (from 15 to 0 seconds) to failure.

With about 8 percent of the data downloaded, the hacker realizes his predicament (if you haven't exhibited violent or unsubtle tendencies toward him) and begins to run off, searching for a vehicle. The remainder of this event usually takes place with the target attempting to flee on foot or in a vehicle, with you in pursuit. During this time, Prime_Eight mercenaries ("reinforcements") are called to thwart your progress.

FEELING THE HEAT

Prime_Eight mercenaries are automatically called no matter how well your hacking is going. Expect up to three vehicles, all attempting to kill you if you're on foot (the vehicles carry two opponents that get out from each van). If you're in a vehicle chasing the suspect, they try to cut you off, slow you down, and shoot you if you decide to exit your vehicle. Notice the insignia of the faction you currently have heat with, and the level of heat (1 of 5). Employ tactical driving techniques to minimize these threats.

THE HUNT

OBJECTIVES

- Neutralize the target.

In the Hunt, a gateway vehicle carrying data important to DedSec has been traced to a position nearby. You must neutralize the vehicle so the data doesn't pass to Prime_Eight. In addition, the enemy vehicle has a tail (it could be the cops or a rival faction). Neutralize the target in whatever manner you wish.

THE PERSECUTION

OBJECTIVES

- Find the hacker.
- Neutralize the hacker.

The authorities are hacking hackers in your vicinity, trying to drum up arrests. You need to find the police hacker (who's dressed as a civilian) and neutralize them. A purple hacking zone immediately appears on your minimap and is actually shown when you switch to **Nethack** mode.

Simply and calmly highlight every civilian who appears purple in **Nethack** view (an any of them could be the police hacker). As more of your data is stolen, the diameter of the area shrinks. If you can't find the hacker by the time all of your data is hacked, you fail this event.

When the hacker is finally revealed, he or she attempts to flee and must be neutralized. This can be done without killing them (if you're worried about your Heat) or they can be slain (if you're not). Leave them and they may flee to vehicle, in which case, give chase. When the police hacker is neutralized, the Event concludes.

HACK THE HACKER. THE HUNT. PERSECUTION: TACTICS

There are various methods of ensuring impressive Event completion during any of these three DedSec Events. You can:

HACK THE HACKER

Remain in nearby cover, lengthening the time the target takes to see you and flee at speed.

HACK THE HACKER, THE HUNT

Ignore the reinforcements and concentrate fully on remaining close to the fleeing target until either the download has completed or the hunted party is neutralized. Then flee the scene by **driving** defensively and losing your pursuers.

HACK THE HACKER, THE HUNT, PERSECUTION

When you drive here, park close to the target's location so you can quickly jump into a vehicle and follow. Or, take a motorbike to the scene of the hack so you can follow the hacker immediately without frantically searching for a vehicle.

If the foe flees in a vehicle, slow the enemy down by shooting out his vehicle's tires or performing any number of offensive and defensive maneuvers or City Infrastructure Hacks (steam pipes, bollards, traffic lights, etc.). Remember you can also fire from the vehicle, so shooting out tires while **driving**—though tricky when you're steering too—is a viable option.

If the foe is outside of a vehicle, you can shoot the hacker in the head, tase them, or melee tackle them. This causes quite a commotion, but it certainly stops this event from becoming a vehicle pursuit.

Full-on, violent confrontations with any reinforcements are possible, but they are dangerous and cause your Heat level to rise dramatically and the police to show up; however, this is a good way to acquire additional **weapons** (if you don't die in the process).

Try ramming, slamming, and pushing the vehicle you're chasing into other vehicles, concrete barriers, and scenery, shunting them into a stopping position. Remotely swerving innocent vehicles into the one you're chasing at just the right time is another great way to slow them down.

With two players, have one get ahead of the foe and set up scenery traps or proximity traps with explosive devices, or wait with a grenade launcher.

An explosive device, grenade launcher projectile, or explosive City Infrastructure Hacks makes short work of any foe or vehicle that's trying to test your patience and is fleeing.

A fast vehicle such as a motorbike may be worryingly delicate, but if you're adept at not hitting lampposts, trees, and other obstacles, arm yourself with the grenade launcher and easily catch up to the vehicle, after which you can destroy it with a well-timed projectile or scenery hack.

If the Prime_Eight hacker you're chasing wrecks their vehicle, they flee from it and attempt to find a new vehicle. If you're able to kill them, shooting, tasering, melee-tackling, or running them over are all viable options. Or shoot out the tires of the vehicle they're running to.

THIS INVASION IS MOST EVENTFUL

DedSec Events share many similarities to the Hacking Invasion, so employ similar tactics in either game.

THE VIRUS

OBJECTIVES

- Upload the virus.

A trio of Umeni guards is standing near a ctOS box that you must hack and upload a virus to. The location is random and near to your current position. When you arrive, treat this as a mini-infiltration. Start by cycling through cameras or using the Quadcopter to "tag" all the enemies and see potential hiding places, barricades, and areas where you'd expect reinforcements to turn up.

Employ stealth or violence to neutralize the guards. Before you begin the virus upload, it's well worth preparing the area with City Infrastructure Hacks and explosive device proximity traps. Then begin the download. As soon as the download starts, attempt to find cover within the blue circle you can see on your minimap.

You must now wait here until the upload is complete, only retreating if the reinforcements that subsequently arrive are more trouble than you can handle. It's pretty certain that violent confrontations are assured, to bring your best weaponry with you (a grenade launcher certainly helps), choose excellent cover, and make sure you've trapped every possible enemy insertion point. Die and you fail. Live to the end of the upload, and the event is complete.

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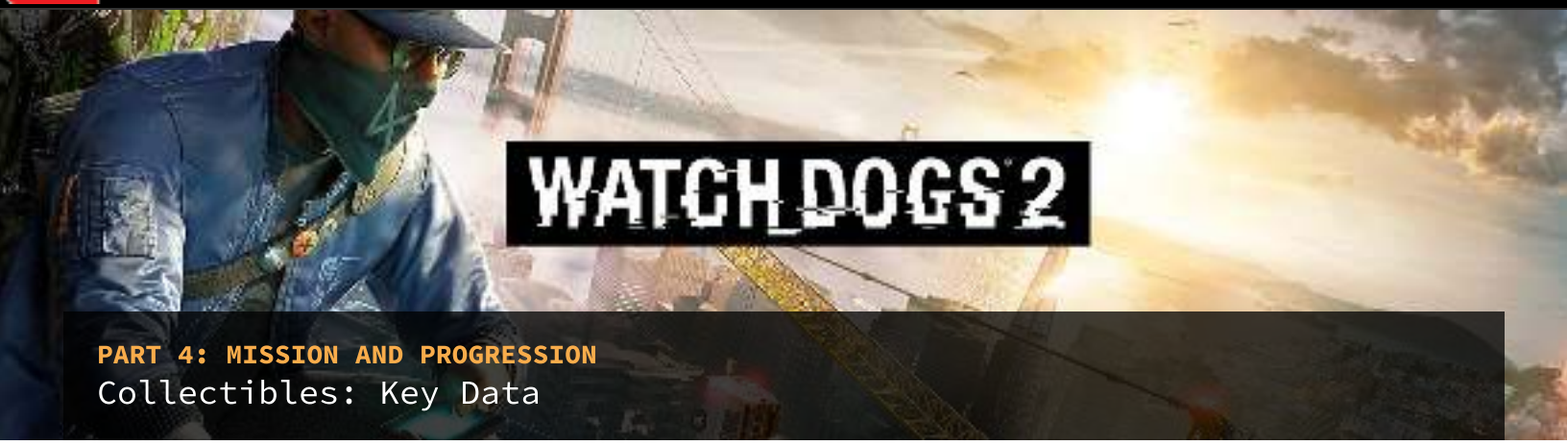

PART 4: MISSION AND PROGRESSION

Collectibles: Key Data

There is a variety of **collectibles** to gather, scattered throughout the four main parts of the Bay Area. One such collectible is key data. Some ./Research app upgrades require key data from a particular district. The “Atlas” chapter shows where every key data collectible is located.

KEY TO SUCCESS

Pick up key data using Marcus or the RC Jumper, and sometimes via remote hacking using the Quadcopter. Remember to check the ./Research app to uncover which specific key data you need to collect in order to unlock an ability. Then, consult the “Nudle Earth: Atlas” chapter at the back of this book, which lists the location of every piece of key kata available. If you wish to find key data without the benefit of the guide maps, try looking in and around locations that are named on your Nudle map, such as North Beach or Woodland.

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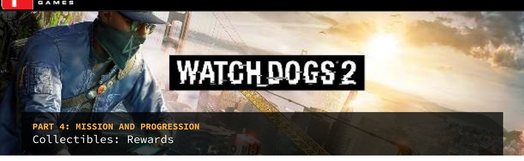


PART 4: MISSION AND PROGRESSION

Collectibles: Rewards

You can find five collectible types in the world. The following gives you one example of gathering each type.

Research Points: These are rewarded each time you increase your Follower total to a particular amount. However, you can gather more by searching the world for individual Research Points, just like key data. Spend Research Points unlocking every ability in the ./Research app.

COLLECTIBLE CUNNING

Access Research Points using Marcus, the `RC Jumper`, or the Quadcopter.

Money Bags: There's copious amounts of cash to collect throughout the Bay Area, and most of it is in a bag, suitcase, or receptacle of some kind.

COLLECTIBLE CUNNING

Access Money Bags using Marcus or the `RC Jumper`, but not the Quadcopter. Note that sometimes it may be jewelry or valuables you gather and not cash, forcing you to head to a pawnshop to switch the object for money.

Paint Jobs: This collectible allows you to daub a variety of sometimes garish, sometimes startling paint or graffiti schemes onto vehicles (via the Car on Demand app), your `RC Jumper`, Quadcopter, and `weapons` (via the `3D Printer` at the Hackerspace). They are mostly found in spray cans or set of spray cans.

COLLECTIBLE CUNNING

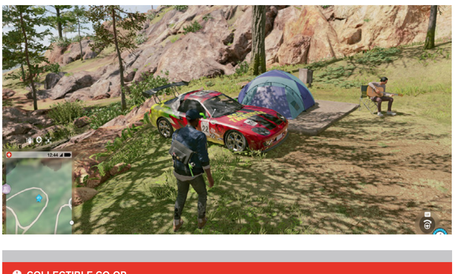
Access Paint Jobs using Marcus or the `RC Jumper`, but not the Quadcopter.

`Clothing` Items: There are masses of `clothing` items you can buy at stores, receive as operational rewards, get as a member of the Ubisoft Club, or find as `collectibles`. `Clothing` item `collectibles` usually look like a shirt box or a sport bag.

COLLECTIBLE CUNNING

Access `Clothing` Items using Marcus or the `RC Jumper`, but not the Quadcopter.

Unique Vehicles: The final and rarest of the `collectibles` are unique vehicles tucked away in the landscape. When you find one, it is added to your Car on Demand app.



COLLECTIBLE CO-OP

Need help finding some troublesome `collectibles`? Then partner up with a co-op friend, and show them the `collectibles` you've found. Every collectible you grab in your game doesn't count in your friend's game, but you can pinpoint where each collectible is and help each other out.

Music: Songs are collected a little differently from other collectible types. Assuming you've downloaded the Media Player and Song Sneak from the Blume App Shop, keep a continuous lookout for this message on your minimap `smartphone` (bottom left of your screen). Whenever there's a song playing, either in a vehicle you've just entered or in the nearby vicinity, quickly capture it using the onscreen Song Sneak instructions, and add it to your collection.

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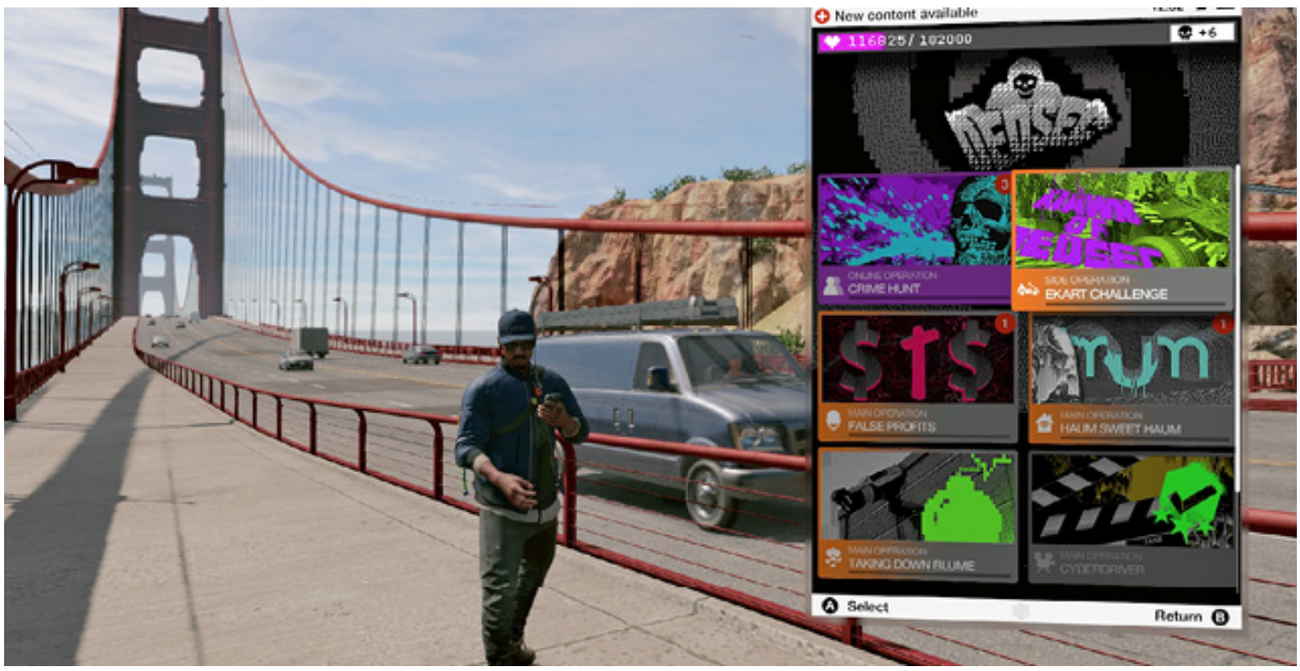
PART 4: MISSION AND PROGRESSION

Dedsec App

When you've met Sitara, Wrench, Josh, and Horatio at the Hackerspace in **San Francisco**, you're given an app that Blume hasn't officially approved. It's the DedSec app and is used to track the progress of operations.



Main Screen: Select an operation and track it directly from the app. There are three types of operations: Main (mandatory missions), Side (optional missions), and Online (Co-op Operations). The six most-recently played or unlocked operations are listed first. Scroll down for more operations, and finally operations you've completed, which have a large green "check" on them.

Note the unique icon; the type, name, and artwork of the operation; and progress bar, which indicates how much of the operation you've completed for each mission.

Operation Screen: Select an operation (in this example, the Main Operation **CyberDriver**), and you have the following information: There are checks and crosses for each part of the operation you've finished or still have to complete. Then you have the name of the operation section you're playing or have played, along with the rewards you receive and a brief.

Map Screen: Operations can also be tracked from Nudle Maps. For example, if Main Operation: **CyberDriver** is accessible, the waypoint to start and track the mission is shown by the same unique icon. This allows you to instantly track (and gain a GPS route to) the operation waypoint, which is helpful. New operations are revealed when you gain Followers or complete operations. Remember to look back over past operations if you need to know the rewards you received (i.e., Followers and **collectibles**, usually outfits).

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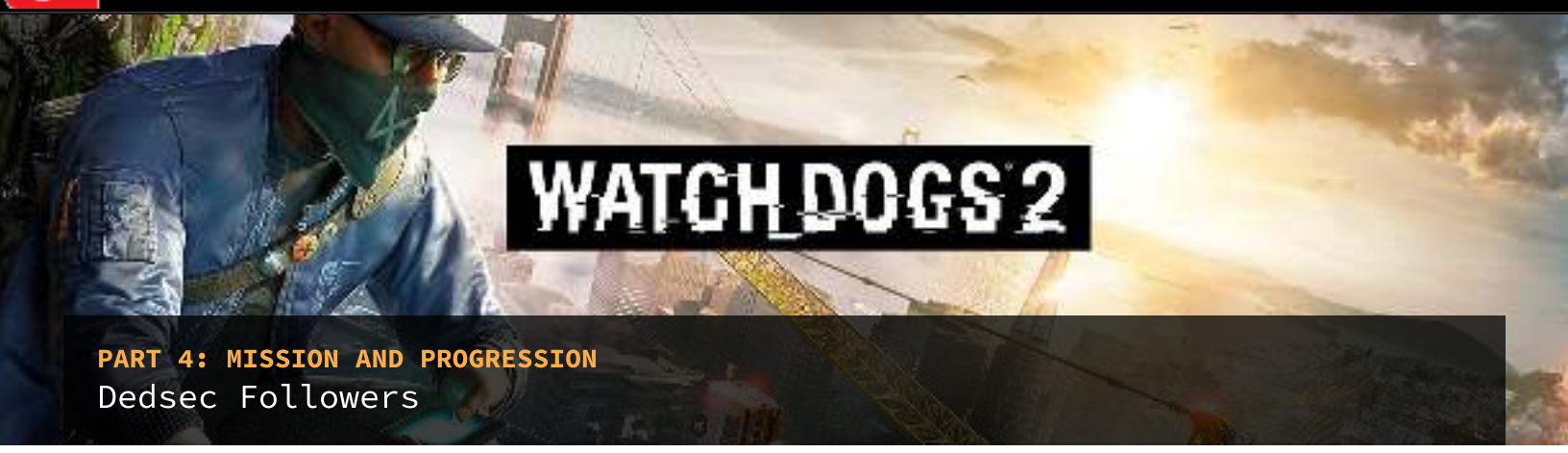

PART 4: MISSION AND PROGRESSION

Dedsec Followers

Gaining Followers: As Sitara will tell you when you first speak to her at the Follower Wall (shown) in the Hackerspace, gaining Followers is DedSec's ultimate goal. This is achieved in one way: by completing **Main Operations**, **Side Operations**, Co-op Operations, and activities. Keep checking your **DedSec app** and the Driver SF app for new missions that gain you Followers. Note that the Follower Wall also shows which **Main Operations** you've completed.

Follower Milestones: The fuchsia-colored bar that is gradually filling as you acquire more Followers begins at 0 and tops out at close to 10,000,000. Throughout your adventure, you'll be filling this bar to the next milestone. Why do this? Because you have some additional Research Points you can spend for each milestone you reach, which are used to purchase abilities in the ./Research app. You need 4 million or more Followers to complete all **Main Operations**. The following table shows how many Research Points are awarded for each milestone of total Followers you reach:

FOLLOWER MILESTONES AND REWARDS

LEVEL	FOLLOWERS NEEDED	RESEARCH POINT	BOTNET
0	0	0	0
1	2000	2	0
2	42000	4	0
3	102000	6	0
4	182000	6	0
5	282000	6	0
6	402000	6	0
7	542000	6	0
8	702000	8	0
9	882000	8	0
10	1,082,000	8	0
11	1,302,000	8	0
12	1,542,000	8	0
13	1,802,000	8	0
14	2,082,000	8	0
15	2,382,000	8	0
16	2,702,000	8	0
17	3,042,000	8	0
18	3,402,000	8	0
19	3,782,000	8	0
20	4,182,000	8	0
21	4,602,000	8	0
22	5,130,000	8	0
23	5,774,000	9	0

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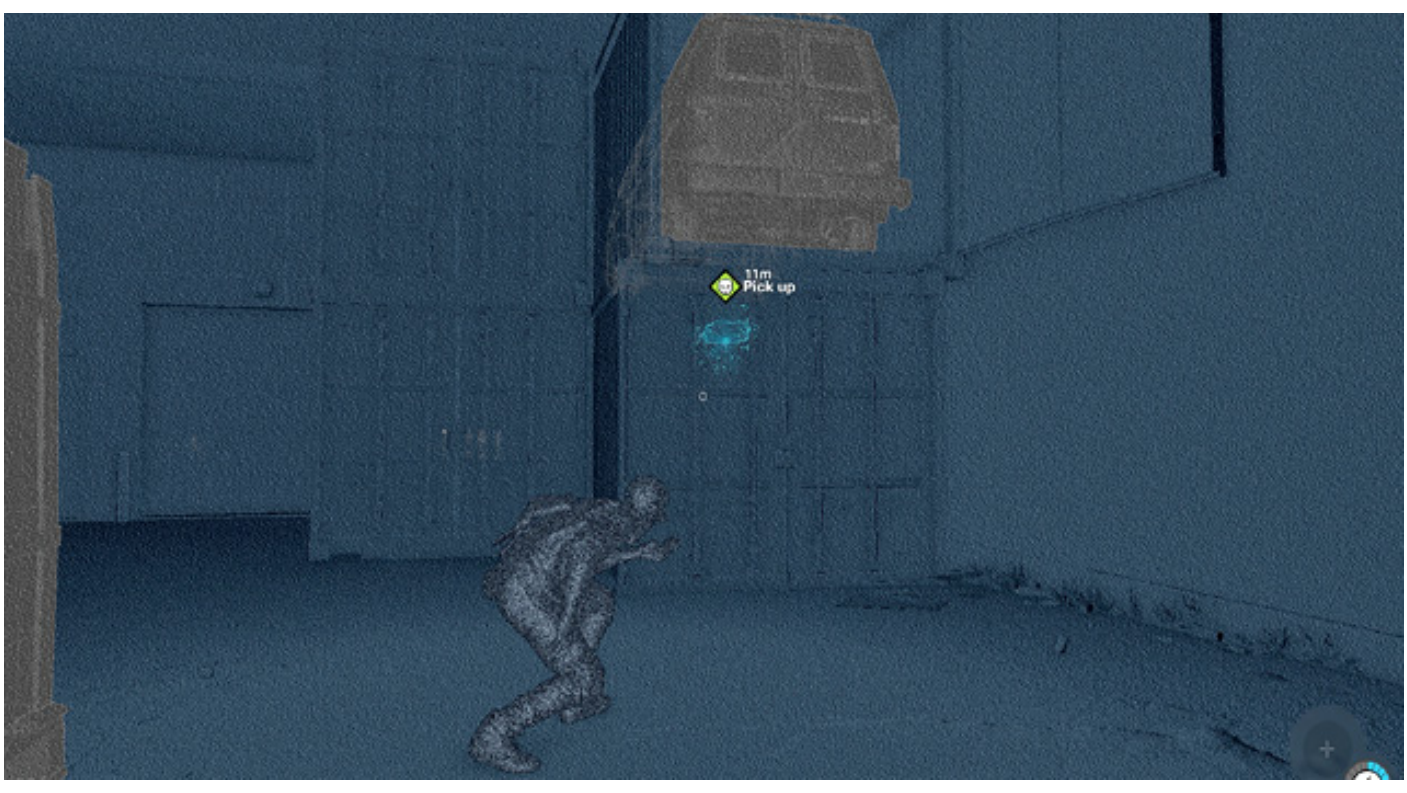
PART 4: MISSION AND PROGRESSION

Discovery: Nethack and World Exploration

It pays to explore the **San Francisco Bay Area**. In fact, your main concern outside completing operations and accruing Followers is exploring additional optional areas and finding the **collectibles** hidden within them. A complete list of **collectibles** (and an example of finding each type) was discussed earlier in this chapter.

Finding Items: Here's how you should attempt your exploration: Start by visiting an area you haven't discovered yet and toggle **NetHack**. Immediately scan the vicinity—using Marcus, **security cameras**, the **RC Jumper**, or the Quadcopter—for possible rewards, known as "items" on your Nudle Map legend. When viewed in **NetHack**, each reward pulses with a blue "spark" that allows you to more easily pinpoint it. In this example, key data has been spotted and is shown in your usual vision and in **NetHack** vision.



Operation Intel: In every case, you use your **DedSec app** to discover Main and Co-op Operations, after which you head to the objective and begin or continue the operation. Not so with some **Side Operations**, which can be discovered during explorations. If you see (in **NetHack**) a person of interest or object with an orange "pulse," which Nudle Maps tags as "Operation Intel," this is usually someone or something that begins a Side Operation.

Activity: Don't overlook these activity icons, which also appear during explorations (but don't have a different look in **NetHack** mode). They allow you to start a Driver SF mission, a drone, motocross, or sailboat race.

Audio and Video Logs: The only other element that glows with an orange hue in **NetHack** mode are audio and video logs stored on cell phones, tablets, or laptops. These are found only during **Main Operations**. They add a bit of background flavor to the mission you're undertaking and are purely optional to find. They have no reward if you find them all (and you can't go back into some of the locations to grab them if you miss them). Simply check for these before leaving each restricted area.

Businesses: There's also explorations you don't need your **NetHack** view for. Dotted around the map are different businesses. In this example, Marcus has stumbled upon a coffee shop (all businesses are already flagged on your Nudle Map). Different businesses grant you different bonuses and **collectibles**. They are discussed later in this chapter.

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PART 4: MISSION AND PROGRESSION

How To Earn and Spend Money

Earning Money: Make sure you start earning money as soon as possible, by completing activities throughout the world (using the Driver SF app and repeating activities you're good at in order to increase your rating). Also gather the money bag **collectibles** (check the "**Nudle Earth: Atlas**" section near the end of this book for all the money bag locations). Sell valuables at **pawnshops** (you find valuables when you steal a vehicle and automatically check the glove box or find them in a money bag). The easiest plan is to wander around areas where citizens are located, and hack their phones to siphon off funds from their bank accounts.

Spending Money: You can use your ill-gotten gains in the following ways. Most importantly, you can purchase **weapons**, weapon paint jobs, RC paint jobs, and both RC drones (the Jumper and Quadcopter) at any Hackerspace headquarters. You can also buy vehicles at **car dealerships**, **clothing** at clothes shops, sailboats at the **Marin** sailboat shop, and ammunition at **pawnshops**.

MO MONEY, FEWER PROBLEMS

If you want to make your purchases count, spend money in the following manner: Buy both your RC Jumper and Quadcopter as soon as possible (in fact, "grind" away, acquiring money until both are yours, so you can use them and upgrade them using the ./Research app as early as possible).

Then, purchase one or both of the weapons with suppressed fire capabilities (the Core Dump Pistol and/or Zero Day Rifle), as these allow you to execute enemies while remaining quiet, which is almost as skillful as using only stealth during operations. After that, buy what you like.

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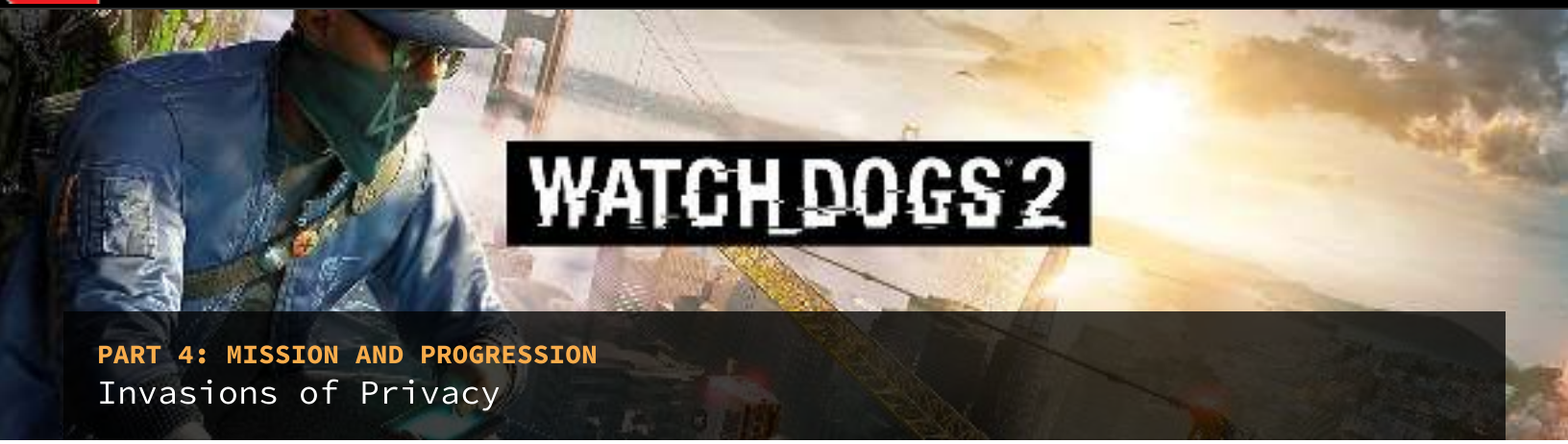

PART 4: MISSION AND PROGRESSION

Invasions of Privacy

Sometimes, almost always during an operation, you'll have the **remote control** of cameras that are usually static and part of a local network. **NetHack** is still accessible, but the objective you're undertaking means you won't return to Marcus until the privacy invasion has been completed. Consult the Main and **Side Operations** for specific instances of privacy invasions.

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PART 5: WORLD AND ACTIVITIES

Activity: Driver SF

Check the Driver SF app on your phone to open up a total of 18 taxi-based activities. In general, you pick up a client (the Driver SF icon appears on your Nudle Map for every available mission) and drive them to one or more objectives and a final destination.

Most of the clients have a specific request during each mission. Daredevil Liv, for example, wants you to follow a course and drive off a variety of ramps to gain as much air as possible.

At the end of each activity, the client gives you a star rating from 1 to 5. These are based on a variety of factors pertaining to their request, but there are also general factors to consider:

- **Civilians Killed:** Expect a ratings loss every time an innocent civilian is mown down by your careless `driving`.
- **Vehicle Collisions:** Usually, if you hit another vehicle in a full-on crash (side-swipes are usually tolerated), expect your rating to decrease.
- **Chases Started:** If you manage to start a felony with the police or piss off a gang, your client isn't too happy.
- **Minimum and Maximum Safe Speeds:** Sometimes a client wants you to drive above or below a certain speed, and their rating reflects whether you listened to them.
- **Vehicle Flipped:** If you make a turn or jump with a degree of incompetency and flip your vehicle, your client usually isn't pleased.
- **Vehicle Airborne:** Usually, your client tolerates you being airborne as it usually means you're getting to a destination faster.

The "Driver SF Missions" section later in this guide details the specifics of these factors for each mission.

The Driver SF app shows you the `available missions`; some require that you complete a previous operation or mission or are only available during daylight or night hours. The app also has a history and a Rewards tab. Remember that your ratings influence the type of driver you become (e.g., two 5-star missions unlock the first set of rewards), as the following

PART 5: WORLD AND ACTIVITIES

Activity: Drone Races

Visit a couple of RC enthusiasts close to the **San Francisco** Hackerspace, in order to find out more about this activity. Then visit any of the Drone Race starting points across the Bay Area to begin a race. Obviously you need to purchase a drone (Quadcopter) first. Achieve this by making one (with its associated costs) at the 3-D printer in your Hackerspace.

When you're about to start a drone race, your **smartphone** shows the times needed for gold, silver, or bronze medals; the length of the course; the difficulty; and the rewards (Followers and money). There are 10 courses to try.

Beat the time-trial marks, which involve maneuvering through lit waypoints, and win a gold, silver, or bronze medal.

Be sure to play these races as often as possible, as they are a good way to gain Followers and money; the amount increases depending on performance (go for gold) and track difficulty (go for Hard tracks)!

SEND IN THE DRONES

Check the section on Quadcopter drones to learn how to more effectively maneuver this airborne craft. Utilize the speed boost during courses, along straight sections, to improve your time, but remember you don't need to use all of your boost each time you trigger it, as overshooting a waypoint is just as bad as being slow.

Prediction and Flying Smart: Look at least two waypoints ahead so you can predict when to turn and boost. Set yourself up for the shortest path between waypoints; reduce your height if you see waypoints ahead, as you might maneuver to the apex of a curve during a vehicle race. In the previous picture, you need to fly so you almost scrape the bottom of the next waypoint marker (arrow 1), so you have a more direct flying route to the subsequent markers (starting at arrow 2), which are low to the ground.

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PART 5: WORLD AND ACTIVITIES

Activity: Motocross Races

Once you've finished your first Main Operation, you're able to begin a series of **Motocross Races**, signified by the previously shown icon, to engage in off-road motocross trials in and around **San Francisco**. You don't need to purchase or find a motocross bike first; one is always provided to you (which you cannot change) for the duration of the race.

When you're about to start a motocross race, your **smartphone** shows some helpful information: the times needed for gold, silver, or bronze medals; the length of the course; the difficulty; and the rewards (Followers and money). There are five courses to try, and a sixth (which runs the entire perimeter of the Bay Area) once you gain gold in the first five courses.

Beat the time-trial waypoint markers within an allotted time; move through lit arched waypoints to win gold, silver, or bronze. Let's not embarrass yourself with some terrible times, okay?

As with other race types, practice makes perfect. They are a good way to also accrue Followers and money. As ever, go for gold for more Followers, and choose Hard courses for more money.

DON'T GET CROSS—GET MOTOCROSS

All but one of the races involve the use of a motocross bike (the Kodachi Motorsport), but one race uses the Batta Kurujawa Motorsport quadbike. Both steer in different ways, so practice to learn their foibles and strengths. You might want to try all six courses as early as possible, as they show you most of the shortcuts across the Bay Area, which you can use during operations. Also, read the Motocross Race section later in this guide for specific tactics on claiming gold for every course!

Look Ahead and Look Out: It's vitally important to maintain a competent racing line throughout each course. This means cutting in right at the edge of each archway waypoint. To check the racing line, it's usually best to follow roads and trails, but also look ahead to the subsequent waypoint and gauge the shortest distance between it and your current waypoint. This can shave seconds off your time and ensure your gold medal time cannot be beaten!

Exceptions to the Rule: Naturally, there are exceptions. If you're racing through thick undergrowth or wooded areas, you may wish to slow and move around the outside or take a less direct path to ensure you don't hit an immovable object like a tree (which adds far more to your time than careful driving). However, once you learn the course, try to maintain higher speeds and more direct paths through even the most difficult of terrain!

Wicked Air: There are numerous ramps and long jumps, and boosting over them (with the ./Research Engine Override ability) is key to sailing over obstacles. On landing, have your back tire land just before your front one (by moving your bike into this position while you're airborne). Stick the landing, as you can only afford to fall off once or twice a race if you want the gold.

Two Hacks to Try: If you're on straight areas or freeways and any time you need an extra boost (e.g., after slowing down or crashing), use the Engine Override ability. Increase your BotNet to 20 through the ./Research app so you can keep up the speed boosts for as long as possible. Also use the Vehicle Directional Hack to move any vehicles you see coming up, but don't inadvertently cause a pileup that you can't avoid! Only then will you truly master this race mode.

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PART 5: WORLD AND ACTIVITIES

Activity: Sailboat Races

Once you've spent your money on the essentials (both RC drones and suppressed weaponry, along with perhaps some **clothing**), feel free to join the high rollers up in **Marin** county and visit a sailboat race location to engage in sailing competitions around the **San Francisco** Bay. First up, you'll need a sailboat; purchased them at the Legacy Bay Sailboat Shop (all have the same statistics; you're paying for the **paint job** only). Then choose a race.

When you're about to start a sailboat race, your **smartphone** shows the medal you've received if you raced the course already, the length of the course, the difficulty, and the rewards (Followers and money). There are six races to try.

Circle buoys along the courses on the way to the finish line. Going straight to the buoy is rarely the best option, so turning regularly helps take the wind more efficiently.

Play these races as often as possible, as they are a good way to gain Followers and money; the amount increases depending on performance (go for gold) and course difficulty (go for Hard courses)!

SAILING…TAKES ME AWAY…

You may wish to attempt all six sailing races a little later into your adventure, as the costs involved include the purchase of a boat ($21,600 to $120,000).

Furling and Unfurling: Check the sailboat maneuvers detailed earlier in this chapter to understand how to make your sailboat glide through the water at speed, rather than stop and bob up and down embarrassingly. Study the minimap showing the wind direction. Spend most of the race with the wind arrows indicating the strongest winds (green) possible.

Close to the Buoys: The trick to winning every race is to try and make your turn as close to each buoy as possible. Your competitors have larger turns, as they tend to avoid collisions with each other. Use this to your advantage by maintaining a good speed right up until you've almost struck a buoy. Then make as sharp a turn around the buoy as you can without hitting anything.

Few Turns Equals a Quick Run: Spend most of the race with the wind thrusting your sailboat forward. But when facing the wind (i.e., slowing down), the best strategy to win is to reach the next buoy with as few turns as possible. Take too many turns, and your boat slows down more often. Take fewer turns to reach the buoy instead, as this is the preferred way to sail—if you want to win, of course.

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PART 5: WORLD AND ACTIVITIES

Activity: ScoutX

After completing the first Main Operation, check your **smartphone** for the ScoutX app, and use it to take the best possible pictures of yourself near the Bay Area's most famous landmarks. Visit landmarks to gain Followers and rewards for the Camera app.

Scouting for Landmarks: Simply check your app's Home tab, which shows the landmarks by your current location, from nearest to farthest, along with the Followers you gain by taking a picture of the landmark. Select the landmark to place a Nudle Maps waypoint.

When you're there, your minimap tells you and allows you to quickly access your camera. Now take a selfie with the landmark. If you've done this correctly, the ScoutX app updates to reflect this. If you haven't, adjust your selfie shot until you do.

News Feed: This keeps track of all the ScoutX landmarks your friends and DedSec teammates have found. Check out what they're saying about your pictures, too. You'll post here automatically when you're successful. The camera also saves each picture too.

Rewards: There are 57 SocutX landmarks to find (37 are buildings or murals, and 20 are people), and locating a certain number of them allows you to make a new gesture during future selfies, as detailed in the table:

ScoutX Rewards

LANDMARK SELFIES TAKEN	GESTURE REWARD
3	Smiley
10	Surfs up!
15	Dayum!
20	Smooth Operator
30	Hey, girl!
40	WTF
50	Waterworks

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PART 5: WORLD AND ACTIVITIES

Activity: eKart Races

Visit Taylor, a student at an **Oakland** college. Complete a series of challenges while increasing the potency of his eKart vehicle, as part of the Side Operation: **eKart Challenge**. This electric car competition is waged against universities and tech companies.

After completing the first race of this Side Operation, all six eKart race tracks become available. When you're about to start an eKart Race, your **smartphone** shows the times needed for gold, silver, or bronze medals; the length of the race; the difficulty; and the rewards (Followers and money). There are six courses to try.

Just like motocross racing, you need to move through lit arched waypoints in the fastest possible time. The difference this time is that you're pitted against opponents, and races last more than one lap. As with other race types, practice makes perfect. They are a good way to also accrue Followers and money. As ever, go for gold for more Followers, and choose Hard courses for more money.

CHALLENGE ACCEPTED

It's important to get to know how your eKart maneuvers, as it's unlike any other vehicle you control. Prone to oversteering and easily spun out, these electric karts can be a handful to drive! Make sure you read up on the Side Operation: eKart Challenge later in this guide for specific tactics on claiming first place for every course!

Look Ahead and Look Out: Just like in motocross, it's important to look ahead at the subsequent one or two waypoints, while glancing at your minimap (which also shows where they are, along with the course GPS route). You want to predict where a sharp turn is, and slow down for it rather than overshooting. With foreknowledge of every upcoming corner and straight, you can learn when to brake and accelerate at optimal times.

The Racing Line: Simply trundling through the middle of each arched waypoint is a terrible plan; you need to ensure you're following the best possible racing line by scanning the road ahead and the waypoints to come; plot the shortest route through. This involves cutting in on corners, maneuvering close to the side of a waypoint, and turning the minimum amount. Racing down switchbacks? It's often better to slow down and weave in as straight a line as possible, compared to making longer turns.

Championship Cunning: Let's assume you complete all six courses in the Side Operation and have a fully upgraded eKart. Now replay all previous races to improve your time and standing for this activity. Then all you need to worry about is moving around opponents as you race. It's usually best to move out of the way of the cluster of racers at the start, even if that means slowing down. Concentrate on the leader, not jostling for second or third position. Use your racing line to catch up to and beat the foe. If you need to knock some scenery into the road to slow down opponents, so be it!

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PART 5: WORLD AND ACTIVITIES

Car Dealerships

Visit car dealerships to purchase new vehicles and paint jobs for your private collection. Simply enter any store, and look through the vehicles that they have available.

Vehicle Example—Fiammetta: You've had your eye on the Fiammetta Performance Car, but its high price means you needed to save up the $1,350,000 to purchase it. Now that you're flush with cash, you purchase the vehicle, and it appears in the adjacent dealer garage. In addition, it's available in the Car on Demand app from this point (a red and white "+" icon indicates a new purchase), allowing you to summon it whenever you like.

Paint Jobs: In addition, you can purchase a variety of paint jobs for this and any other vehicle. These can be graphics decals, metallic coatings, matte finishes, or candy coatings. This being a DedSec vehicle, we went with a skull. Choose the `paint job` in the Car on Demand app first, then the Fiammetta vehicle, and it's instantly delivered within a block of your current position, as shown. Nice and subtle, that design!

Premium: You also have access to the Premium Store, where new vehicles that cost real-world money can be purchased.

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PART 5: WORLD AND ACTIVITIES

Clothing Shops and Kiosks

Visit **clothing** shops and kiosks to purchase and change Marcus's outfits. Simply enter any store or kiosk, and access the fitting room to see the outfits they have available. Note that changes of **clothing** have no effect on the operations you undertake.

Looking Trim at William Finn: In this example, Marcus enters the William Finn **clothing** store.

Wardrobe: This tab allows you to choose from previously purchased styles from around the Bay Area as well as the Premium line of **clothing**. This allows you to dress in **clothing** that is part of an overall style, if you wish.

Shop: This tab allows you to purchase clothes from the specific shop you're in. As Marcus is in the biker hangout called the Torque Rat, he has a variety of tops, glasses, bottoms, bags, hats, and footwear he can purchase. In addition, when you're attempting operations, you sometimes where a bandana face mask. Only certain shops (e.g., the DedSec Hackerspace) sells masks.

Premium: You also have access to the Premium Store, where new **clothing** that costs real-world money can be purchased.

Available Stores: Plainstock, Torque Rat Bike Shop, Axle Boardshop, Stache & Vine, William Finn, Street Flex, and DedSec.

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PART 5: WORLD AND ACTIVITIES

Dedsec Hackerspaces

Go to a Hackerspace to meet with DedSec teammates and review how your operations are proceeding. There are four Hackerspace HQs to uncover—in **Marin**, **Oakland**, **San Francisco**, and **Silicon Valley**. Some require operation completion first. The main Hackerspace is just north of Mission Dolores Park, in the basement below the Gary's Games & Glory gaming store. Activities include:

- **Shop:** Just like a **clothing** store, DedSec Hackerspaces sell gear, in the DedSec style, naturally.
- **Change Clothes:** Pick and mix and match between the nine available **clothing** styles, based on the **clothing** purchases you've made.
- **Operation Start:** As you progress through the **Main Operations**, you're periodically called back to the Hackerspace to start a new or ongoing operation. Make sure the icon of the operation matches the one you want to start! This almost always involves talking to a fellow DedSec member.
- **3-D Printer:** The **3D printer** allows you to fill up to five slots on your person with the 2EZ Stun Gun (the taser, which is always equipped), **weapons** (two slots), and RC drones (two slots). The Gadgets and **Weapons** section of this chapter has more information.
- **Follower Wall:** Here you can view the total number of Followers you have obtained and **Main Operations** DedSec has completed. This matches the information on your **smartphone**.
- **Rest:** Find the couch and set an alarm to wake up. Each time you rest, you remove any Heat (felony troubles) you've acquired with law enforcement or rival gangs; you save your progress; and you change the time of day, which is helpful if there's an activity you wish to attempt, such as a Driver SF mission, that requires a certain time of day.
- **Hacking and Activities:** Don't forget to inspect vents for **collectibles** you need to use the **RC Jumper** to find, or hack video logs for content about your crew.

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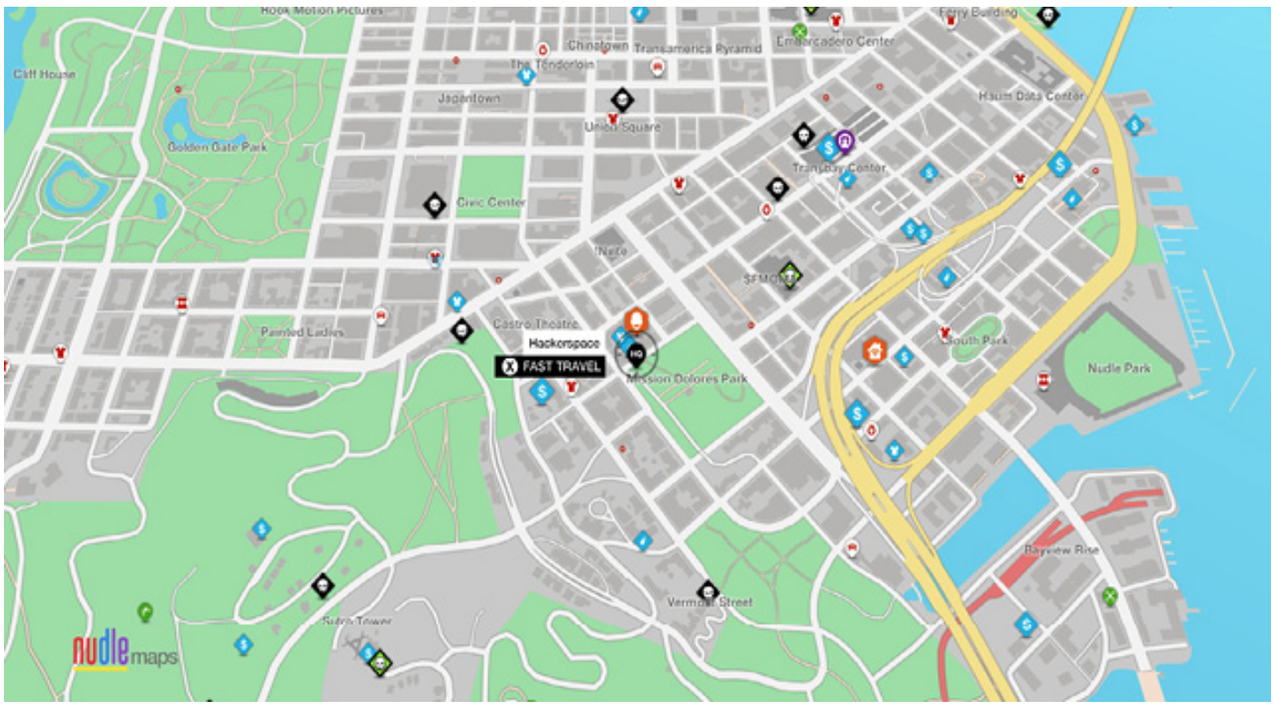
PART 5: WORLD AND ACTIVITIES

Nudle Maps and GPS

You can view Nudle Maps in minimap view in the screen's bottom-left corner. Open the app or press the Map button to open a full-screen version. Any current objective you are undertaking in an operation is listed in the top-left corner.



Fast-Travel: Use Fast-Travel to reach shops, kiosks, restaurants, bars, and some missions and activities in an instant. Simply hover your cursor over a location, and Fast-Travel there instead of **driving**. It's much quicker, though it doesn't allow you to learn the shortcuts of the city. Fast-Traveling isn't available when an operation is active.

Waypoints and Tracking: Hovering your cursor over a destination (or anywhere you like on land) and pressing the Track button allows you to track a destination with a GPS route or add a waypoint with a GPS route. Note that a GPS allows you to easily find a location you seek, but it isn't always the quickest route, especially if that location is remote, as a more direct, off-road route is sometimes quicker. In the main, though, following a GPS can be trusted.

Filtering: You can also toggle off and on all operations, online missions, activities, locations, and items if your map becomes cluttered or if you're only interested in one set of filters (such as **collectibles**).

Nudle World View: The in-game map has a regular view of the Bay Area. However, this guide comes with a special "Nudle World" view, which picks out locations in much greater detail. Consult the "Nudle World: Atlas" chapter near the end of this book for more knowledge.

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Pawnshops

Sell Valuables: As you find collectible items such as money bags, stuff just lying around, or items found inside the glove boxes of vehicles you steal, you uncover valuables. Visit a pawnshop to turn those items into money.

Buy Ammunition: If you've decided to use ammunition instead of a stealthy plan of attack, you may find you're running low on ammunition. This is the only place to purchase more, though you may find additional ammunition on the bodies of enemies you've neutralized, too.

SHOPS, STORES, AND HACKERSPACES

Consult the "Nudle Earth: Atlas" chapter near the end of this guide for a complete list and locations of every car dealership, clothing store and kiosk, Hackerspace, and pawnshop.

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PART 6: GADGETS AND WEAPONS

3D Printer

Hipster Merchant of Death: The 3D printer is found in each DedSec Hackerspace. It allows you to arm yourself with weaponry designed by Wrench and with two RC drones.

A Quintet of Slots: There are five available slots on your person: the 2EZ Stun Gun (the taser, which is always equipped), **weapons** (two slots), and RC drones (two slots). All five items in a slot can be sprayed with an available **paint job** to match your outfit. To begin with, here is a complete list of what's available and the cost.

3D PRINTER ITEMS

ITEM	COST	NOTES FOR THE PURCHASER
2EZ Stun Gun	$0	Use this all the time!**
4N00bs Pistol	$0	Use this sparingly.
WTB Stun Launcher	$118,800	Great for mass nonlethal snooze fests.*
CTRL-ALT-DEL Launcher	$105,300	Good for causing mass carnage.
/END Sniper	$64,800	Use sparingly, at distance.
YourBoySerge Sniper	$70,200	The best sniper rifle; use at distance.*
HHOS Rifle	$86,400	Good, precise, long-range tagging but noisy.
Zero Day Rifle	$99,900	Use this all the time; almost silent .**
Spear Phish Sniper	$24,300	Use sparingly, at extreme distances.
Core Dump Pistol	$40,500	Buy this ASAP! Almost silent.**
Help Desk Den ial Pistol	$45,900	For close-combat shredding only.
DOT_FILE Rifle	$43,200	Quick bursts and does an autohack afterward.
DOT_EXE Rifle	$18,900	Good range, but bad precision. Spray and see!
DDoS Shotgun	$40,500	Penetrates materials and does an autohack afterward.
Goodbye, World Shotgun	$43,200	Full-auto blasting for the toughest close foes.
Bullet Hell Shotgun	$13,500	Your first shotgun. Better than the enemy's. Just.
Protocol Pistol (ULC)	$0	A golden gun. Guns for show. **Tasers** for a pro.
2D Print Pistol (ULC)	$0	Palette swap pistol
Jumper	$0	Use this all the time!**
Quadcopter	$67,500	Buy this first!**
Chameleon Copter (ULC)	$67,500	Buy this first!** (if you receive it as part of an ULC)

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PART 6: GADGETS AND WEAPONS

Weapons

There are various types of firearms, from the nonlethal stun gun to outlandish **sniper rifles**. Learn how to use them properly and discover their shortfalls in relation to stealth tactics.

Finding Weapons (DedSec): There are two types of weapons—those Wrench creates at any DedSec Hackerspace (which you must purchase) and those built at the **3D printer**. See the **3D Printer** Items table for a complete list of these weapons.

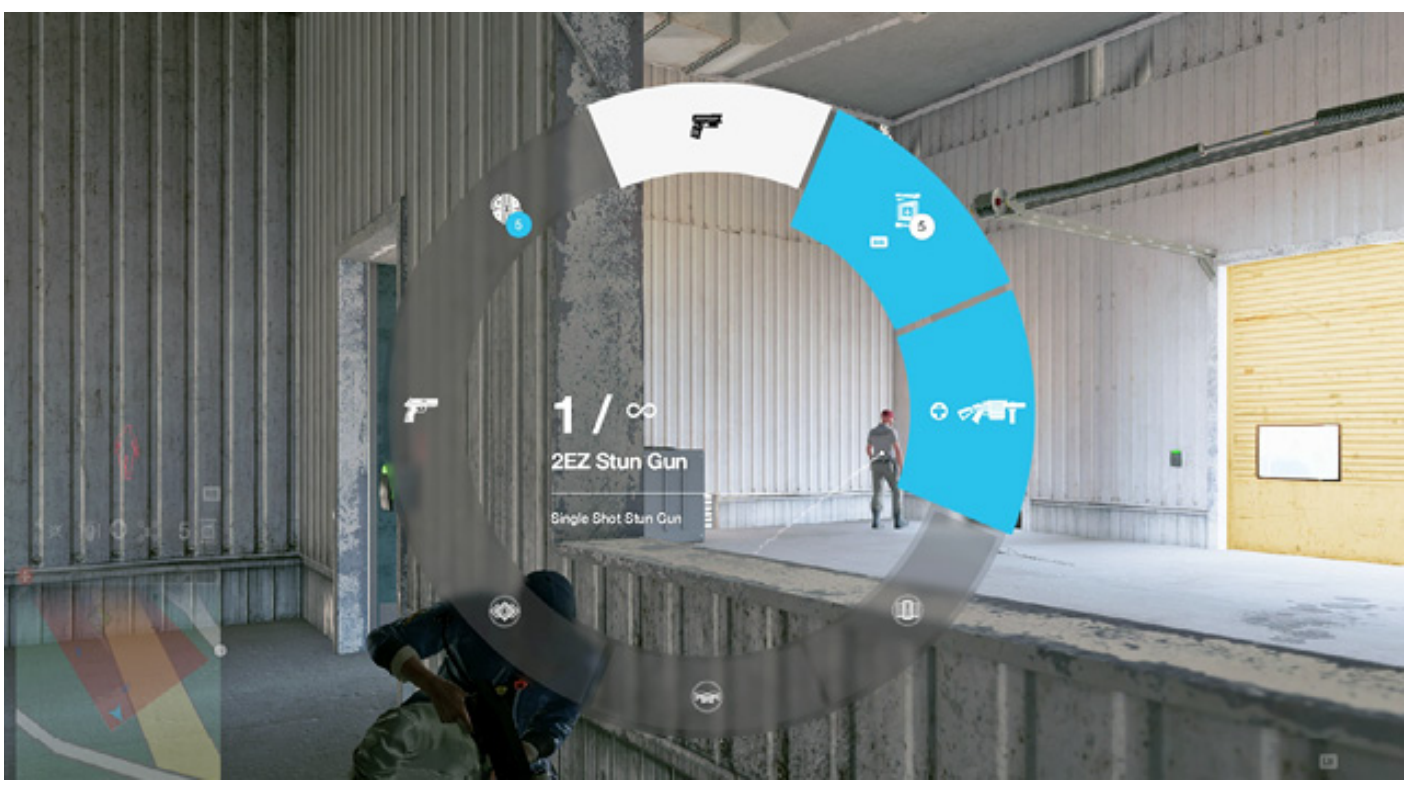
Finding Weapons (Enemies): The other weapons you find on foes. Any time you defeat an enemy, he or she drops a weapon. Pick it up if you haven't acquired it before, but be aware that you swap it with the weapon you're currently carrying. Usually, you pick up ammunition as well, which is most helpful if your operation is turning into a protracted firefight; it also means you don't need to visit **pawnshops** or spend as much on ammunition between operations. The operations and any restricted areas are the optimal spots for obtaining enemy weaponry. This allows you to choose guns immediately, without paying for the DedSec equivalent.

EQUIPPING WEAPONS

You equip weapons automatically when you find and pick up new ones or buy them from the **3D printer**. Once you purchase a weapon or swap it for a different weapon (from an enemy's body), you need to revisit the **3D printer** to equip it again (at no cost) or find it on the ground where you dropped it, assuming you didn't leave the immediate area.

Enemy weapons aren't "saved" anywhere; you keep them as long as you carry them. They are discarded when you swap them and move away from where you dropped the enemy weapon.

Your Equipment Wheel allows you to carry three weapons. The first is your 2EZ Stun Gun (taser), which is always in the upper slot. To the left and the right are slots 1 and 2, allowing two more weapons. You can use any weapon you like in either slot.



To begin, you usually have a pistol in slot 1 and a machine gun, shotgun, or sniper rifle in slot 2. As you grow accustomed to using certain combinations of weapons, you can switch these out (e.g., a machine gun in slot 1 and a grenade launcher in slot 2). Pick weapons that complement your play style, along with your projectiles and **mass hacks**. Need to know a few battle-ready combinations of weapons? These are known as loadouts and are listed later in this chapter.

USING WEAPONS AND HOLSTERING

When Marcus has a gun out, you're susceptible to citizens spotting this, freaking out, and calling the cops. So it's best to keep weapons holstered until you're in a restricted area or want to coax the police out.

AIMING AND HEADSHOTS

Raise your gun when you want to fire at a target (e.g., an enemy, an explosive pallet, a vehicle, or a junction box). Sprinting is no longer viable, your reticle turns red when a human target is lined up, and you can fire. If you're too far from an enemy, your reticle will remain white even if you have your target lined up—move closer.

You want to aim at a target's head, almost always. This ensures you're striking with maximum damage and the enemy won't survive. Armored enemies are especially tough (some can survive an entire clip into their torsos), but shooting one in the head is usually an instant kill.

AIMING AND COVER

Unless you're behind a piece of cover that obstructs your aim, in which case you should move to a different cover point, you can use cover and fire. However, the way in which you fire from cover is important.

Use the camera thumbstick to line up a target's head while you're still in cover. When you're ready to fire, aim to bring the weapon (and yourself) out of cover slightly, and fire just as you fully aim; this essentially fires the round off at the earliest possible point while still being accurate. Then release and duck back into cover.

Your weapon may have a scope. Check this by using your left thumbstick to toggle between a scope and normal views, where available.

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WATCH DOGS 2

PART 01: GADGETS AND WEAPONS

Weapon Types

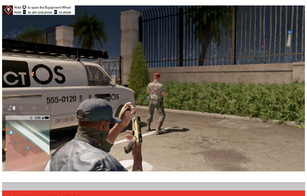
Learn the main advantages and uses of each major weapon type before employing them in the combat zone. Then, simply cross-reference the statistics pages to come, and compare the various elements of each weapon (either within a type or across all types) to determine which one you want to purchase or find.

MAKING YOUR MARK-SKMAN

Look at all the Marksmanship abilities in your .Research app; many are related to improving your mastery of firearms. Focus your attention on obtaining such skills as soon as you can.

TASER

This pistol-like, compact firearm shoots an electrical charge that incapacitates a foe without killing them. They fall unconscious and can wake up on their own or with the help of a fellow foe finding them. The taser has a range that can be lengthened and a force that you can strengthen for favorable outcomes against all types of enemies. It is exceptionally useful, since it has infinite ammunition and is almost silent (and therefore great for stealth infiltration). The only issue is that it doesn't neutralize foes permanently, and armored enemies can take more than one shot.



STUNNING TACTICS

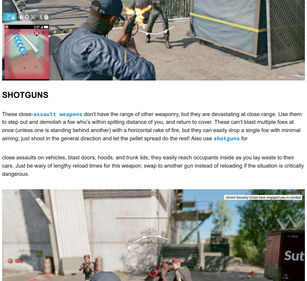
Play around with stunning foes and use the stun gun to attract enemies together: Shoot a foe so a second one sees the first fall down. When he investigates, shoot the second foe, and the first (again) if he wakes up. Continue this if subsequent foes show up, and use other coaxing techniques (e.g., your Jumper's taunt or scenery hacks that make a noise) to bring down many foes with a simple sequence of electrocution.

The taser brings down a foe with a single shot anywhere on their body (so headshots aren't necessary). This makes incapacitating them much easier than killing them.

Even better is pairing the taser with a suppressed firearm, such as the Zero Day Rifle. Tase the foe so he falls down, before shooting him dead with the rifle. As the rifle is suppressed, you can remain silent and stealthy but without the shortfall of the taser (the wasted reeling up). This way you can remove very threatening foes like in seconds, including the most ferocious of armored foes, assuming you've added the Stun Amp Up ability to your stun gun to make it even more potent!

PISTOLS AND MACHINE PISTOLS

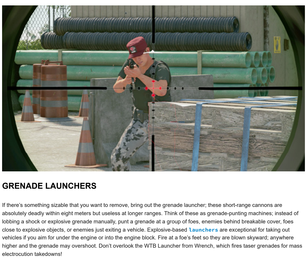
Pistols are compact **weapons** that fire one bullet at a time and offer flexibility across most operations. A favorite of those who prefer stealth over slaughter, they offer the same distance of fire as most other nonscoped **weapons** and have good accuracy. They can also easily be brought up and fired at a target, which is useful if you're facing a small number of foes; you can surreptitiously set up a headshot and drop back into cover. Pistols are less effective if chaos reigns and you're surrounded by enemies; it's then time to pick some more robust firepower options.



While **assault weapons** are better for longer-range firefights, machine pistols are excellent for cutting down multiple foes at closer ranges, though they tend to rattle through ammunition clips a little faster. There is a significant drop-off in damage caused at around 15 to 20 meters for a submachine gun, compared to around 20 to 30 meters for an assault rifle. When enemies are close by and a situation is about to turn violent, bring out an SMG.

ASSAULT WEAPONS

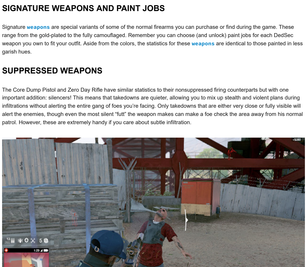
These offer devastating power at longer ranges than SMGs, though in general they don't fire quite as quickly. Some assault rifles, such as the AK-47 and DOT_FILE Rifle, punch through light cover like glass and wooden or light metal fences; this makes it more difficult for enemies to hide and widens the options you have for taking enemies down. In general, **assault weapons** are the most well rounded of your available weaponry and should be employed in most situations.



SHOTGUNS

These close-**assault weapons** don't have the range of other weaponry, but they are devastating at close range. Use them to step out and demolish a foe who's within spitting distance of you, and return to cover. These can't blast multiple foes at once (unless one is standing behind another) with a horizontal rake of fire, but they can easily drop a single foe with minimal aiming; just shoot in the general direction and let the pellet spread do the rest! Also use **shotguns** for

close assaults on vehicles, blast doors, hoods, and trunk lids; they easily reach occupants inside as you lay waste to their cars. Just be wary of lengthy reload times for this weapon; swap to another gun instead of reloading if the situation is critically dangerous.



SNIPER RIFLES

Sniper rifles are built for extreme-range takedowns. They have the longest range of any weapon type (one and a half times the range of a shotgun), and they are extremely accurate at almost any distance, as this YourBoyBarge takedown demonstrates. There are some downsides, though; you look through a scope and are therefore more susceptible to flanking attacks. You need to be in a safe place (ideally high up, such as a container stack, platform, or roof) or far enough away that it will take a while for foes to reach you. Use these rifles to drop a high-value target, such as a driver or operation-critical faction member in a Co-Op Operation.

GRENADE LAUNCHERS

If there's something sizable that you want to remove, bring out the grenade launcher; these short-range cannons are absolutely deadly within eight meters but useless at longer ranges. Think of these as grenade-launching machines; instead of lobbing a shock or explosive grenade manually, punt a grenade at a group of foes, enemies behind breakable cover, foes close to explosive objects, or enemies just exiting a vehicle. Explosive-based **launchers** are exceptional for taking out vehicles if you aim for under the engine or into the engine block. Fire at a foe's feet so they are blown skyward; anywhere higher and the grenade may overshoot. Don't overlook the WTB Launcher from Wrench, which fires laser grenades for mass electrocution takedowns!

Any attack executed nearby
the Police Impound Lot with The Tune-A-Rigged
Performance will immediately call The Tune-A-Rigged

SIGNATURE WEAPONS AND PAINT JOBS

Signature **weapons** are special variants of some of the normal firearms you can purchase or find during the game. These range from the gold-plated to the fully camouflaged. Remember you can choose (and unlock) paint jobs for each DedSec weapon you own to fit your outfit. Aside from the colors, the statistics for these **weapons** are identical to those painted in less garish hues.

SUPPRESSED WEAPONS

The Core Dump Pistol and Zero Day Rifle have similar statistics to their nonsuppressed firing counterparts but with one important addition: silencers! This means that takedowns are quieter, allowing you to mix up stealth and violent plans during infiltrations without alerting the entire gang of foes you're facing. Only takedowns that are either very close or fully visible will alert the enemies, though even the most silent "full" the weapon makes can make a foe check the area away from his normal patrol. However, these are extremely handy if you care about subtle infiltration.

WEAPON AMMUNITION

Learn where your nearest **pawnshops** are. Fast-Travel there between operations, and spend some cash to reload all the **weapons** you're carrying. There's no specific ammunition to worry about, just a set fee to refill both your **weapons** to maximum.

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PART 6: GADGETS AND WEAPONS

Weapon Statistics

The following tables give specifics on every firearm available to you. In order to determine which weapon gives you the most "bang for your buck," simply compare the stats between each and choose the one you're happiest with. Of course, practice makes perfect, too, so experiment with the **weapons** under a variety of trying conditions. Here's what the following statistics mean:

Reference: An image of the weapon, so you can easily pick it out at the **3D printer** or during an operation.

Name: The given name of the DedSec and enemy weapon in the game.

Damage: How much damage the weapon inflicts for each bullet, shot, or projectile hitting a target. LOW indicates light damage, while HIGH indicates severe damage.

Rate of Fire: How quickly each bullet, shot, or projectile is expelled from the weapon's chamber. LOW indicates a slow-firing weapon, while HIGH indicates a quick-firing weapon.

Stability: This indicates how stable a weapon is and its accuracy when aiming at a target. LOW indicates an unstable weapon that may not hit within the target reticle every time or that may have a wider target range. HIGH indicates a precise and pinpoint-accurate shot is expected. Grenade **launchers** do not have this statistic, as you need to arc (or "punt") the projectile into a target.

Reload: This indicates how long it is likely to take to reload each weapon. LOW indicates a slow-reloading weapon. HIGH indicates a weapon with quick magazine slotting. The faster the reload, the quicker it is between switching magazines, shells, or projectiles.

Range: This indicates how far you can be from a foe and still expect to hit them. LOW indicates a short-ranged weapon, while HIGH indicates a long-ranged weapon.

N/A, LOW–, LOW, MED, HIGH, HIGH+, or HIGHEST: These amounts are listed for each weapon's damage, rate of fire, stability, reload, and range. "N/A" indicates that the weapon electrocutes rather than permanently harms the foe.

Magazine: This indicates the weapon's ammo capacity. The number indicates the shots you can fire before you reload. Obviously, rapid-fire **weapons** have a much bigger capacity than **shotguns**.

Notes: Finally, there are notes regarding any special instructions or functions when firing a particular weapon. Wrench's improvements mean DedSec **weapons** tend to have extra (and sometimes odd) bonuses.

ROAM ON THE RANGE

Need to know the precise range of a weapon? Then set a waypoint on your world map at an enemy, at one end of a street. Now retreat from that enemy until the red target turns to white and you're out of range: This is the maximum range of that weapon. Look at the obstacles and scenery (especially pedestrians) that were adjacent to that foe and how small they look now: Then remember that sense of scale when firing the weapon and figuring out the maximum range of it.

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DEDSEC PISTOLS

4N00BS

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
MED	MED	LOW	MED	LOW	10
Notes					
–					

CORE DUMP

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
LOW–	MED	HIGH+	MED	LOWEST–	6
Notes					
Suppressor: Gunshot range reduced to 16m. **Scoped:** Use scope view with left thumbstick while aiming. **Auto-Tag Bullets:** Automatically tags any enemy NPC near a target killed with this gun.					

HELP DESK DENIAL

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
LOW–	HIGHEST+	LOW	MED	LOW	30+
Notes					
Full Auto Trigger: Behaves like a full-auto SMG.					

ENEMY PISTOLS

P-9MM

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
LOW	MED	LOW	MED	MED	12
Notes					
–					

1911

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
MED	MED	LOW	MED	MED	10
Notes					
–					

R2000

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
LOW	HIGH	LOW	MED	MED	30
Notes					
–					

SMG-11

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
LOW	HIGHEST	LOW	MED	LOW	30
Notes					
–					

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PART 6: GADGETS AND WEAPONS
Assault Weapons

DEDSEC ASSAULT RIFLES

DOT_EXE

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
MED	HIGH	LOW	MED	MED	30
Notes					
–					

DOT_FILE

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
HIGH+	MED–	MED+	MED	HIGH+	30
Notes					
Burst Fire Trigger: Fires in 3-round bursts. **Auto-Hack Bullets:** Automatically hacks any target killed with this gun.					

HHOS

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
MED	MED–	HIGH+	MED	HIGH+	30
Notes					
Scoped: Use scope view with left thumbstick while aiming. **Penetrating Rounds:** Armor-piercing rounds can shoot through most thin covers. **Auto-Tag Bullets:** Automatically tags any enemy NPC near a target killed with this gun.					

ZERO DAY

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
LOW–	HIGH	HIGH+	MED	MED	20–
Notes					
Suppressor: Gunshot stim reduced to 16 m. **Smart Scope:** Improved aim assist. Use scope view with left thumbstick while aiming.					

ENEMY ASSAULT WEAPONS

OCP-11

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
MED	HIGH	MED	MED	MED	30
Notes					
–					

AK-47

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
HIGH	HIGH	HIGH	MED	LOW	30
Notes					
–					

GOBLIN

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
MED	HIGH	MED	MED	MED	30
Notes					
–					

U100

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
HIGH	HIGH	HIGH	LOW	MED	75
Notes					
–					

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DEDSEC SHOTGUN

BULLET HELL

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
HIGHEST	LOW	LOW	LOW	LOWEST	10
Notes					
–					

DDOS

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
HIGH–	MED+	MED+	MED+	MED+	30+
Notes					
Slug Rounds Burst: Fires rounds in 3-round bursts instead of pellets. **Penetrating Rounds:** Armor-piercing rounds can shoot through most thin covers. **Auto-Hack Bullets:** Automatically hacks any target killed with this gun.					

GOODBYE, WORLD

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
HIGHEST	MED+	LOWEST–	MED+	LOWEST	12+
Notes					
Full Auto Trigger: Fires in full-auto mode. **Ultra Buckshot:** Each round contains extra pellets.					

ENEMY SHOTGUNS

SG-590

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
HIGHEST	LOW	LOW	LOW	LOWEST	8
Notes					
–					

RSG-12

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
HIGHEST	MED	MED	MED	LOW	12
Notes					
–					

ACS-12

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
HIGHEST	MED	LOWEST	MED	LOWEST	12
Notes					
–					

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DEDSEC SNIPER RIFLES

SPEAR PHISH

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
MED	LOW	MED	MED	HIGHEST	4
Notes					
–					

/END

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
LOW–	MED+	HIGH+	MED	HIGH	4
Notes					
Scoped: Use scope view with left thumbstick while aiming. **Auto-Tag Bullets:** Automatically tags any enemy NPC near a target killed with this gun.					

YOURBOYSERGE

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
HIGHEST+	LOW	LOW–	MED	HIGHEST	4
Notes					
Scoped: Use scope view with left thumbstick while aiming. **Penetrating Bullets:** Armor-piercing rounds that can shoot through almost anything.					

ENEMY SNIPER RIFLES

SVD

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
HIGH	LOW	HIGH	MED	HIGH	6
Notes					
–					

AC-AR

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
MED	MED	MED	MED	HIGH	20
Notes					
–					

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DEDSEC GRENADE LAUNCHERS

CTRL-ALT-DEL

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
HIGH	LOW	N/A	LOW	LOW	1
Notes					
Frag Grenades: Fires grenades that explode on impact.					

WTB

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
N/A	LOW	N/A	LOW	LOW	4
Notes					
Taser Grenades: Fires grenades that explode with a nonlethal shock on impact.					

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DEDSEC STUN GUN

2EZ

DAMAGE	RATE OF FIRE	STABILITY	RELOAD	RANGE	MAGAZINE
N/A	LOW	MED	MED	LOW	1
Notes					
—					

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PART 6: GADGETS AND WEAPONS

Weapon Loadouts

Picking the best duo of **weapons** that complement each other is the key to triumphing during operations. So we've bench-tested a few loadouts for you to combine.

LOADOUT 1: SNEAKY BLIGHTER

Slot 1: Zero Day Rifle

Slot 2: WTB Grenade Launcher

Partner both **weapons** with your 2EZ Stun Gun for the ultimate in nonlethal encounters. Use the taser to subdue foes. Matters getting out of hand? Use the electroshock ammo of the WTB to incapacitate multiple enemies. Need to execute foes after they're asleep? Shoot them once with the Zero Day Rifle, with a silencer that keeps your stealth plan active.

LOADOUT 2: SCOPE A LOAD OF THIS

Slot 1: Core Dump Pistol

Slot 2: HHOS Rifle

Another excellent choice for those wanting to electrocute the enemy (with the stun gun) before shooting them with the suppressed Core Dump Pistol in almost silence. The pistol may not have a good range, but it has a scope for accuracy and tags nearby foes who aren't visible and are close to the victim. If it all kicks off, switch to the HHOS: With its scope, armor-piercing rounds, and auto-tag bullets, you have short, sharp accurate bursts with excellent range (at the expense of silence).

LOADOUT 3: A WORLD OF HURT

Slot 1: Goodbye, World Shotgun

Slot 2: CTRL-ALT-DEL Launcher

If you're abandoning subtle infiltration and instead turning to mayhem, this combination is excellent for taking down an entire gang hideout and the inevitable law enforcement who then show up. The Goodbye, World shotgun has terrible range but insanely high damage, contains extra pellets in each round, and is fully automatic. It can waylay and stop anything. Follow it up with a grenade launcher if reinforcements are cramping your style.

LOADOUT 4: MY ONLY FRIEND, THE /END

Slot 1: DOT_FILE Rifle

Slot 2: /END Sniper Rifle

For those attempting a long-range killing spree first, may we suggest the /END Sniper Rifle? With an excellent scope and an autotag feature, it can reveal subsequent enemy locations; this allows you to systematically shoot and find targets until the enemy finally spots you. The only problem is the low damage, so it's not useful on the foes with the toughest armor. That's why you bring the DOT_FILE rifle too; it fires in nice, short bursts, hacks a fallen target, and has excellent damage for enemies you didn't drop at long range.

LOADOUT 5: OH BOY, SERGE

Slot 1: DDoS Shotgun

Slot 2: YourBoySerge Sniper Rifle

Got armored foes and can't take them down in stealth style? Then use these two armaments as backup. The DDoS denies service to armored foes with its piercing rounds, hacks any target it kills, and blasts in three-round bursts instead of pellets. For sniping, the YourBoySerge Sniper Rifle has the longest range and damage and comes with armor-piercing rounds.

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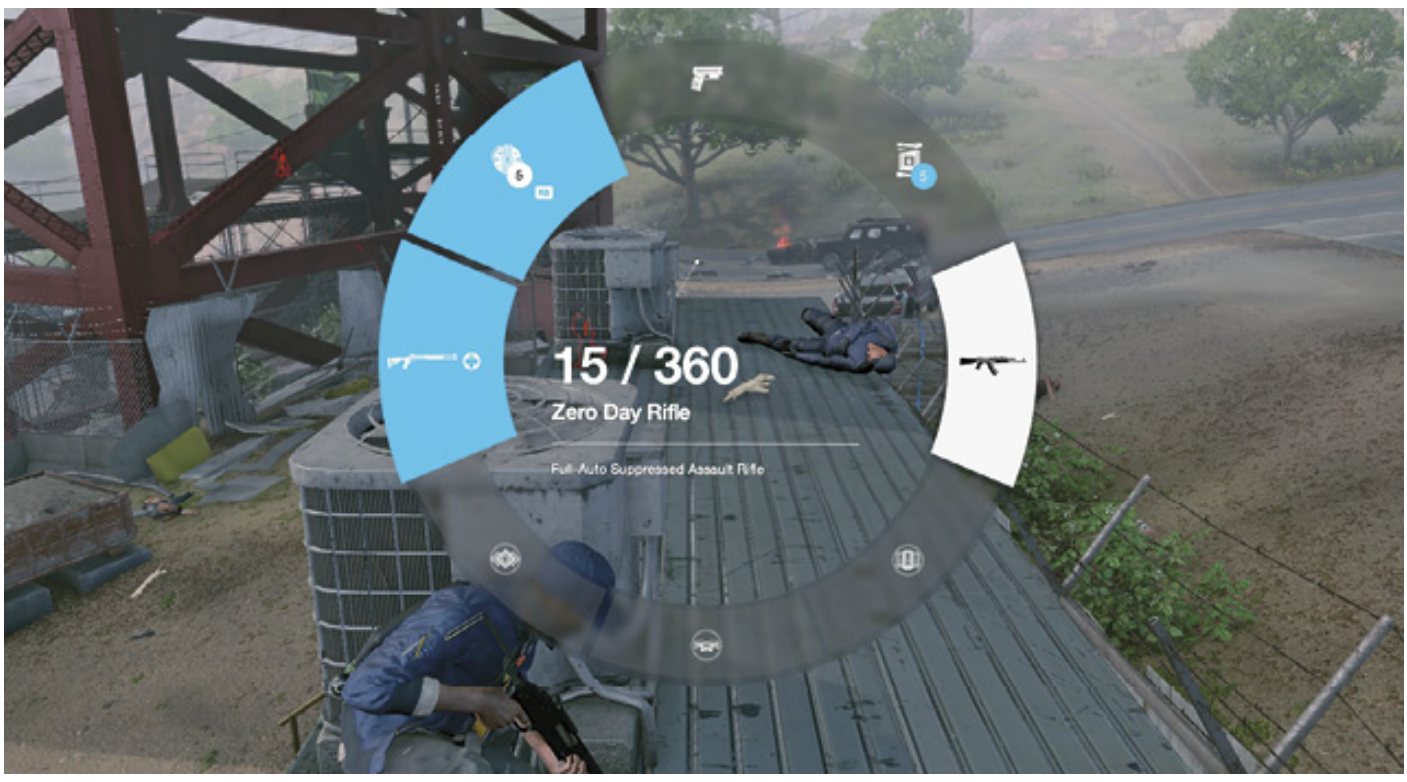
PART 6: GADGETS AND WEAPONS

The Equipment Wheel

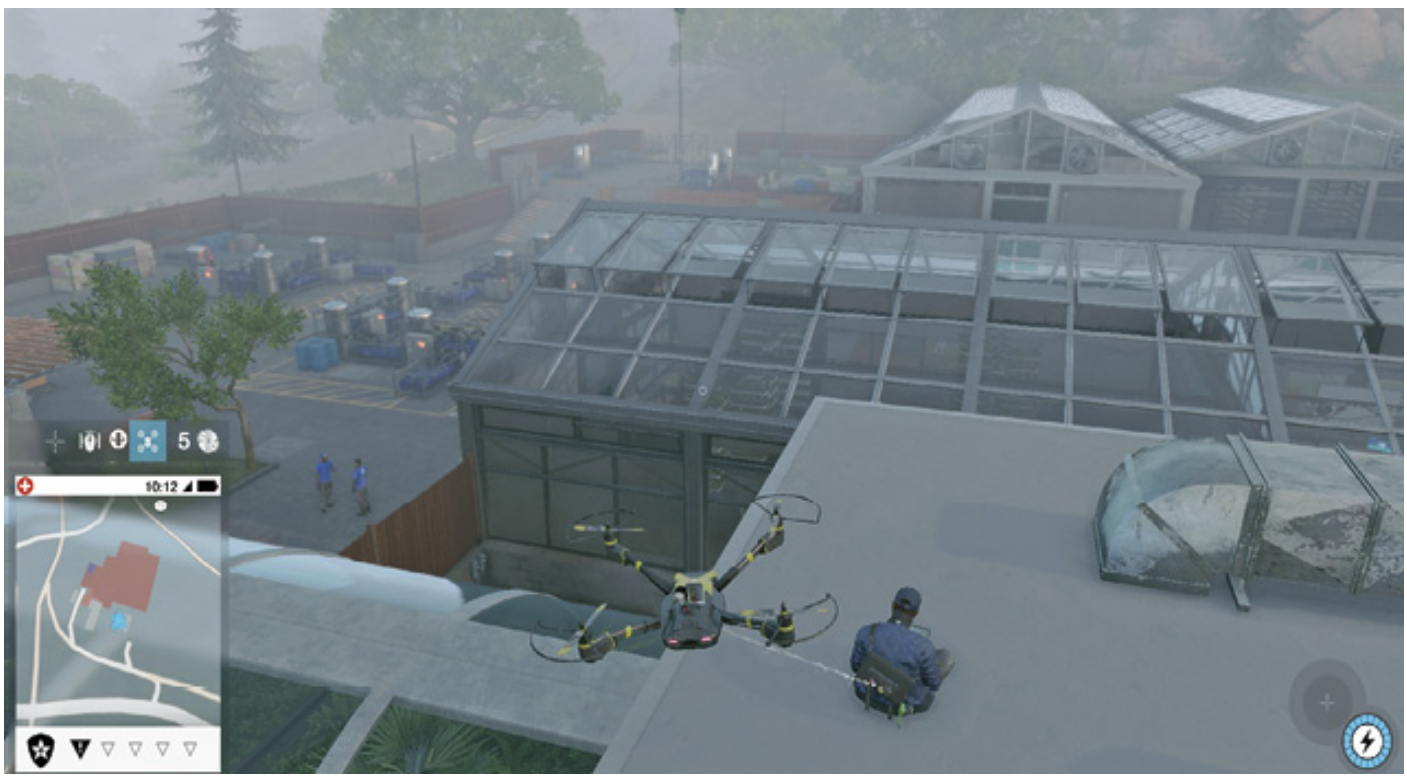
Weapons and Gadget Grabbing: Holding the D-pad up allows you to open your Equipment Wheel. This allows you to access all of the **weapons** and gadgets you're carrying. Hold the D-pad, and simply move the right thumbstick to select the equipment you wish to utilize. You carry your 2EZ Stun Gun (everywhere), your electroshock and explosive devices (once you've researched them), two **weapons** (once you've picked them up or made them at a **3D printer**), and up to three **mass hacks** (once you've researched them).



COMING FULL CIRCLE

Practice accessing your Equipment Wheel, switching equipment, and arming yourself so that this takes less than a second, rather than a few seconds of fiddling; you'll need to quickly swap if your operation takes a turn for the worse.

Jumper and Quadcopter Control: Tap left or right on your D-pad to take control of the **RC Jumper** or Quadcopter, while you have a well-deserved sit-down.



COMPLETE CONTROL

The key to solving objective problems and stealth infiltration is gaining competency with both the RC Jumper and Quadcopter. Remember, you don't need to gather up either craft, as they are automatically returned to you when you leave an area. You can also switch between Marcus, the Jumper, and the Quadcopter at any time, even if both RC drones are active. The only reason to pick up either toy is if you need it instantly, and it's safe to do so. Did the enemy see your RC device? Then take evasive maneuvers. If they do destroy it, your smartphone shows a timer that fills up in about 30 seconds. The destroyed device respawns at this time.

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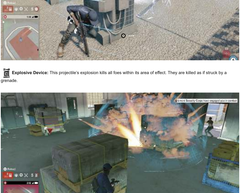
WATCH_DOGS 2

PART 6: GADGETS AND WEAPONS

Gadget: Devices—Electroshock and Explosive

Electroshock Device: This projectile electrocutes all foes within its area of effect. They fall unconscious, as if struck by a stun gun.



Explosive Device: This projectile's explosion kills all foes within its area of effect. They are killed as if struck by a grenade.

Both these devices are extremely helpful when assaulting restricted areas. They provide ranged projectiles that you can throw in an arc, drop from the ground using the `RC Jumper` or drop from the air using the Quadcopter. Of course, you don't start with these devices; you must purchase (and upgrade) them using Research Points in the `Tinkering` branch of the *Research* app. After equipping one of the two devices from your Equipment Wheel, hold and aim, then release to throw. Remember you can cancel a throw instead of wasting the device or quickly run to where you dropped it and pick it up again.

Stickiness: Both devices stick to various surfaces in exactly the same manner; they have to hit hard? Because it allows you to place a device anywhere you like, from a wall to a ceiling to a corner or an enemy's patrol path. But get more cunning, and you can drop devices onto vehicles, and remotely drive them into enemies or other vehicles. You can also drop devices from your RC drones, as well as onto them, making them movable bombs! The possibilities are vast. Some of the best plans are discussed next.

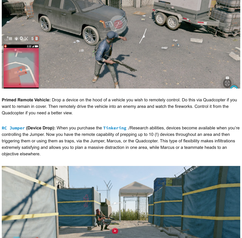
DEVICES: HACKING THEM

Detonate the device or hold the Hack button after targeting the device to reveal a hacking module with more hacking options. These offer the same four options as explosive objects (scenery): trigger, proximity trigger, shut down, and attract.

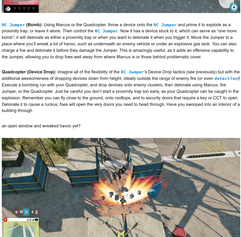
Trigger: This explodes the object, electrocuting nearby enemies caught in the proximity radius (even if the trap wasn't active). They fall asleep or die in an explosive, depending on the device type.

Proximity Trigger (Trap): This creates a small, dome-shaped field around the object, which you can increase in size in the `Tinkering` branch of the *Research* app. Any foe (not friend, or drone, or Marcus) that steps into the field automatically triggers the trap. This is a fantastic and often-used technique to remove foes you can't easily attack at melee range. It also helps "herd" enemies to the source of the trap, while you explore elsewhere. Note you don't need to trigger the trap, too, just the proximity dome.

Shut Down: This switches off the device temporarily. This isn't helpful for objects you actively want to detonate in usual circumstances, but it stops the device from triggering if an enemy walks nearby. Why? So you can trigger it later, at a more advantageous moment, such as when more foes are nearby or a specific target (such as an armored foe or one carrying a hard drive or access key) is in the vicinity.



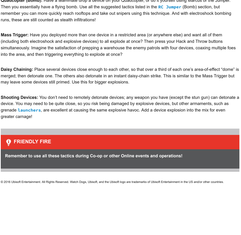
Attract: This attracts any nearby foe to the device. You can do this multiple times (if a foe is too far away). Use this to move a foe away from a route you want to take, so you can sneak past without dealing with the enemy. Better yet, prepare the proximity trigger first, then attract the foe so he walks right into your trap!



DEVICES: TACTICAL PLACEMENT

Try the following tactical plans when using devices. Realize that explosive devices can kill you, so try these techniques with electroshock devices first.

Object Destruction: Want to create a bigger disturbance than a single detonation? Then place the device close to an object you know will explode, such as a vault transformer or a vehicle you want to incapacitate or destroy. Is a rival hacker running to a vehicle during a Cre8tive Event? Then lob an electroshock device as it lands on his car and grow chaos. Detonate the device and blow out his tires while keeping him alive. Think about the other possibilities during Hacking Invasions and Bounty Hunts, too!



Primed Vehicle: Stick a device on the hood of a vehicle. Then drive it into a group of foes or a rival player. Roll out of the vehicle just before it hits its target if you're using the explosive device. The electroshock device will shred tires but won't kill you. Tired tires with a fast-moving vehicle yet? Or a motorbike? Madness!

Primed Remote Vehicle: Drop a device on the hood of a vehicle you wish to remotely control. Do this via Quadcopter if you want to remain in cover. Then remotely drive the vehicle into an enemy area and watch the fireworks. Control it from the Quadcopter if you need a better view.

`RC Jumper` **(Device Drop):** When you purchase the `Tinkering` *Research* abilities, devices become available when you're controlling the Jumper. Now you have the remote capability of prepping up to 10 (!) devices throughout an area and then triggering them or using them as traps, via the Jumper, Marcus, or the Quadcopter. This type of flexibility makes infiltrations extremely satisfying and allows you to plan a massive distraction in one area, while Marcus or a teammate heads to an objective elsewhere.

`RC Jumper` **(Bomb):** Using Marcus or the Quadcopter, throw a device onto the `RC Jumper` and prime it to explode as a proximity trap, or leave it alone. Then control the `RC Jumper`. Now it has a device stuck to it, which can serve as "one more bomb"; it will detonate as either a proximity trap or when you want to detonate it when you trigger it. Move the Jumper to a place where you'll sneak a lot of havoc, such as underneath an enemy vehicle or under an explosive gas tank. You can also charge a foe and detonate it before they damage the Jumper. This is amazingly useful, as it adds an offensive capability to the Jumper, allowing you to drop foes well away from where Marcus is or those behind problematic cover.

Quadcopter (Device Drop): Imagine all of the flexibility of the `RC Jumper`'s Device Drop tactics (see previously) but with the additional awesomeness of dropping devices down from height, ideally outside the range of enemy fire (or even `detect`ion)! Execute a bombing run with your Quadcopter, and drop devices onto enemy clusters, then detonate using Marcus, the Jumper, or the Quadcopter. Just be careful you don't start a proximity trap too early, as your Quadcopter can be caught in the explosion. Remember you can fly close to the ground, onto rooftops, and to security doors that require a key or CCT to open. Detonate it to cause a ruckus, then sell open the very doors you need to head through. Have you swooped into an interior of a building through

an open window and wreaked havoc yet?

Quadcopter (Bomb): Have a teammate drop a device on your Quadcopter, or do it yourself using Marcus or the Jumper. Then you essentially have a flying bomb. Use all the suggested tactics listed in the `RC Jumper` (Bomb) section, but remember you can more quickly reach rooftops and take out snipers using this technique. And with electroshock bombing runs, these are still counted as stealth infiltrations!

Mass Trigger: Have you deployed more than one device in a restricted area (or anywhere else) and want all of them (including both electroshock and explosive devices) to all explode at once? Then press your Hack and Throw buttons simultaneously. Imagine the satisfaction of prepping a warehouse the enemy patrols with four devices, coaxing multiple foes into the area, and then triggering everything to explode at once!

Daisy Chaining: Place several devices close enough to each other, so that one's field of one's area-of-effect "dome" is merged, then detonate one. The others also detonate in an instant daisy-chain strike. This is similar to the Mass Trigger but may leave some devices still primed. Use this for bigger explosions.

Shooting Devices: You don't need to remotely detonate devices, any weapon you have (except the stun gun) can detonate a device. You may need to be quite close, so you risk being damaged by explosive devices, but other armaments, such as grenade `Launchers`, are excellent at causing the same explosive havoc. Add a device explosion into the mix for even greater carnage!

FRIENDLY FIRE

Remember to use all these tactics during Co-op or other Online events and operations!

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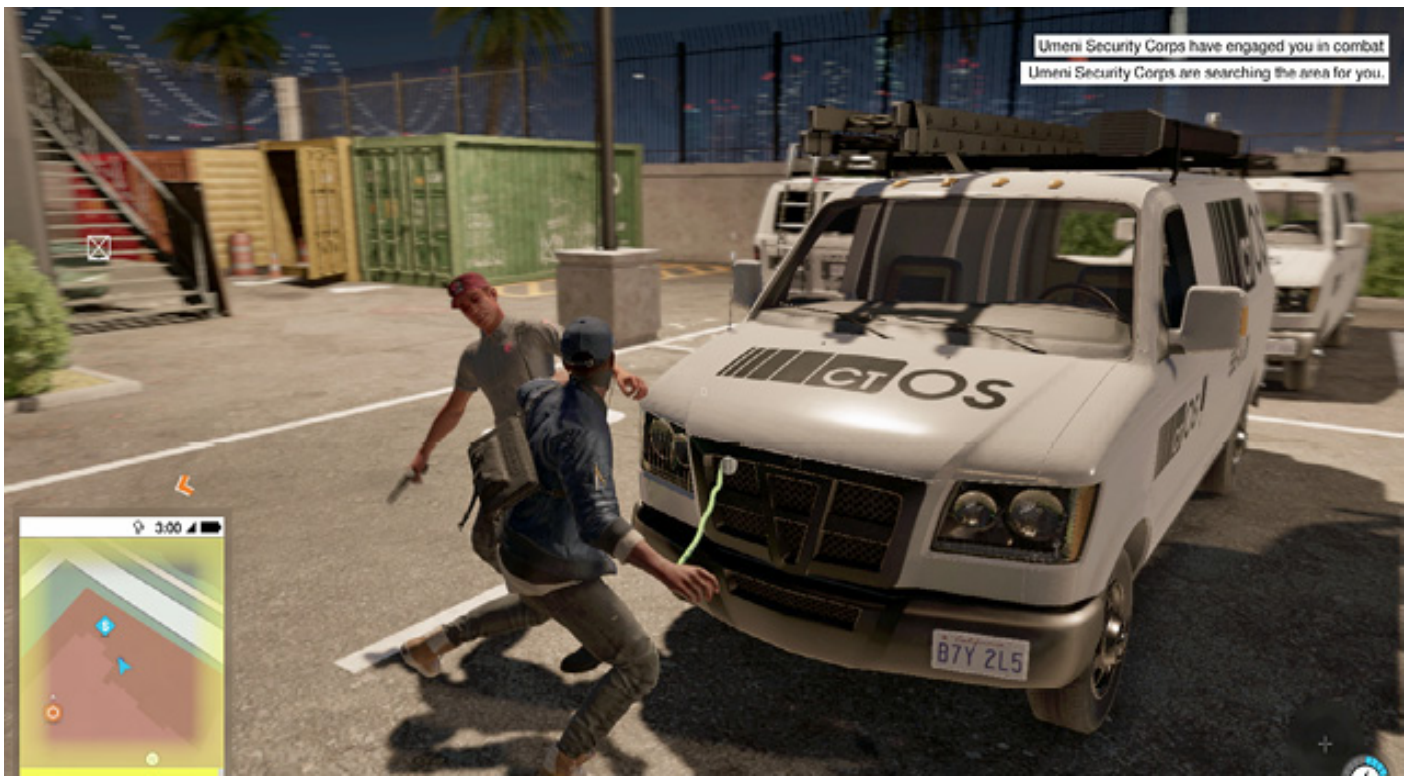
PART 6: GADGETS AND WEAPONS

Melee Combat

No guns? No problem! One of the safest, quietest, and most proficient ways of taking down an enemy is through melee combat. This section details all the different ways you can tackle foes quietly: the fundamentals of stealth infiltrations.

Melee Combat While Not Detected: Marcus performs a nonlethal stealth takedown, which is slow but quiet. Usually this is a throttle or strangle from behind, but it can be a kick in the back. How quiet? Silent enough that other enemies won't hear you; additional foes are only alerted if they have a direct visual of your takedown. As this is the most silent of all takedown techniques—quieter than the stun gun or suppressed weapon fire—Steal practitioners should use this as much as possible.

Melee Combat While in Active Combat: Marcus performs a melee knockout with his Thunderball weapon, which is fast, but the noise attracts attention. It's still a very potent attack and is fantastic for bringing down attack dogs and enemies of any type, including armored ones, but the noise means resorting to other **weapons** and more violent attacks, or hiding, or fleeing afterward.



"WHAT WAS THAT?!"

Sometimes it's actually advantageous for your enemy to make a gurgling sound as he's strangled and cause other enemies to investigate an area. You can remain where the initial foe was taken down, wait for a subsequent enemy to check the area, and dart out to grab them instead of sneaking up to each one.

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PART 6: GADGETS AND WEAPONS

Advanced Tactics

Dashing In: Simply rush your opponent from any direction and grab them. Even if you're quick, your foe still may raise the alert but not fire off a shot, allowing you to stay stealthy rather than switch to a gun battle. This is often the best way to remove a foe even if you're engaged in a battle, as it saves ammo and you can remove a threat if your weapon reloading is taking too long. If you're quick enough and can reach a foe without their **Detection** arrow being filled, your takedown is silent. Use this if you're disturbed or surprised while sneaking.

Stepping Out: This works in the same way as a dash, except you're in cover. An icon appears over the foe's head (with "melee" shown) indicating when you're in range, or you can detach yourself from the scenery first. This is even more clandestine, as you're out of cover for only a second, providing you duck back into cover afterward.

Vaulting: If the obstacle you're using as cover or running at is below thigh height, you're likely to vault over it. If a foe is standing on the other side, you can knock him over with a quick, automatic kick. This way you don't need to maneuver around an obstacle and can more immediately silence a foe. Low cover shouldn't stop you from tackling a foe who believes he's safe behind an obstacle.

Dropping In: Like some kind of heavy-booted assassin from the Middle Ages, you can peer down from a roof or other high platform and either drop or vault off and land on the foe's head, knocking them unconscious if you land with accuracy. Often overlooked, this is most helpful if you need to reach a different area and can't take out a patrolling foe by any other means or if you need to quickly get the drop (literally) on a foe.

Enforcer Takedowns: The most difficult type of enemy to neutralize is the heavily armored Enforcer. Though it's better to tackle this beast of a man using a taser, grenades, explosive scenery, or a high-powered weapon (and a couple of vehicle hit-and-runs would help), if you've fired a shotgun in this dude's face and he's still coming for you, step in and strangle him instead.

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PART 6: GADGETS AND WEAPONS

RC Jumper

The RC Jumper is free from the **3D printer**, it's incredibly useful, and it can be upgraded for even more flexibility during infiltrations. To use it, simply press left on your D-pad, once you're in a safe hiding place (outside a restricted area, on a roof, or behind cover that enemies don't patrol near). The RC Jumper becomes controllable.

Entering Vents and Gaps: It's single biggest strength is entering vents (open or hackable) that usually lead to ducts, then reaching areas you'd normally have extreme difficulty accessing. Check the perimeters of every building in a restricted area in case a ground vent is available to enter. In some locations, these may be gaps in a barrier or wall. These vents and gaps allow your Jumper to remain hidden, find objectives, and even complete entire objectives (or operations!) without physically moving Marcus into danger!

- **Going Places You Can't:**Vents aren't the only areas RC Jumpers can maneuver into. They can jump over obstacles and through open windows and can scale buildings (except ladders) just like Marcus. Jumpers can park under a vehicle, which is helpful for hiding. But they can also park on top of a vehicle, after which you can, for example, remotely control the vehicle from the Jumper. Additionally, when moving around or past enemies, you can scoot by foes looking the other way at a much closer range than Marcus. Don't forget the Jumper can also take photographs, if you want to see an area from a new angle, especially a ScoutX Landmark.

Enemy Interaction: Obviously, enemies aren't particularly happy with a remote Jumper on their property, and a white, circular enemy **detection** arrow appears just as it would when Marcus is inside restricted areas. If the enemies see you, they will shoot, kick, or throw rocks at the Jumper. If any of those connect, the Jumper is temporarily destroyed. It can be spawned again (at Marcus) once a cooldown timer fills up (shown on your **smartphone** minimap at the screen's bottom left). If the Jumper is spotted, use Boost and seek cover to hide, just as you would if you were controlling Marcus.

A Hacking Machine: This machine is exceptional, as it can hack every single object that Marcus can. This essentially means you have a remote version of yourself to scout an area with, distract guards, interact with objects (including CCTs and enemies or objects containing access keys), tag guards, and basically complete objectives for you. Can you complete a Network Bypass with the Jumper? Yes! What about hacking data containers and other objectives? Yes! In fact, the only thing this Jumper can't do is physically untie prisoners and download information within a radius. For that, Marcus must be present.

All the Right Moves: Be sure you inspect the **Remote CTRL** branch of the ./Research app tree, which allows you to unlock upgrades to this machine.

- **Expert RC Engineering:** This reduces the cooldown time for the Jumper, meaning once the enemy sees and destroys it, or you accidentally drop your Jumper into the water, and you're waiting for it to respawn, it doesn't take as long. This is useful, especially if you have a teammate relying on you. But it's not a mandatory ability; just take more care with the machine so it isn't destroyed, or use the Quadcopter or Marcus while the cooldown is occurring.
- **Remote Gadgets:** This turns your RC Jumper into an offensive weapon, allowing you to drop electroshock and explosive devices and trigger any of the three types of **mass hacks**. Choose the device and hack from **the Equipment Wheel** while controlling the Jumper. Need tactics for using devices? Check the "Devices" section earlier in this chapter.
- **Taunt:** Equipping the Jumper with an internal speak allows you to taunt enemies into chasing you or attract their attention. This is helpful if you have foes near an area and want to move them away from that area without combat occurring. Or, you can create a distraction while a second player completes an objective elsewhere.
- **Enhanced Spring:** Improving the jump height of your Jumper (hold down the Jump button to reach higher ledges) is of extreme help to your infiltration techniques, as you can obviously climb to higher areas and jump over perimeter fences that were previously inaccessible. It's well worth obtaining this as soon as you can.
- **Speed Boost:** Pressing in the left thumbstick now gives you a boost of speed, which is exceptionally useful when maneuvering through open areas or locations where foes might see you, or after a foe spots you and you need to flee and hide. However, it isn't mandatory, as you can usually head to an important location with more subtle darting at normal speeds, though this takes longer.

REMOTE CONTROL = COMPLETE CONTROL

Remember that the Jumper and Quadcopter can remotely hack anything Marcus can (and the Jumper can execute physical hacks too). This means you can remotely set proximity traps with scenic objects (like junction boxes), steer vehicles remotely, open hackable doors, and execute device drops and mass hacks. Think of the possibilities of calling the cops to arrest an enemy ahead of time, before you even get Marcus into a restricted area!

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PART 6: GADGETS AND WEAPONS

RC Quadcopter

You buy this expensive ($67,500) item from the **3D printer**, but its cost is well worth it, especially after upgrades, as this allows for ultimate flexibility during operations. How useful is the Quadcopter? It should be your first big purchase—before **clothing**, vehicles or even weaponry—and the reasons why are multifold:

Entering (Almost) Everywhere: The Quadcopter can obviously fly, and this means you can forgo the slightly laborious process of maneuvering around obstacles on the ground. It can provide reconnaissance information for the entire area, especially after you upgrade it with the Proximity Scanner ./Research ability. It can even enter almost every nook and cranny that a Jumper can, including gaps and vents. Unlike the Jumper, you can simply fly vertically to remove the Quadcopter from enemy interactions.

Going Places You and Your Jumper Can't: The Quadcopter has even more flexibility of movement than the Jumper, as it can immediately and quickly fly over perimeter gates and fences, head to rooftops, fly into open windows without needing to climb up difficult scenery, and it can hide under vehicles. It can hack security doors, push open unlocked doors, and scoot past every type of foe, usually at much closer range than Marcus. Don't forget the Quadcopter can also take photographs, if you want to see an area from a new angle, especially a ScoutX landmark. Looking down from the sky allows you to view an entire restricted area, much like the maps in this guide.

Enemy Interaction: Expect the same type of enemy interaction as you would when using a Jumper. Enemies spotting this craft will shoot or lob rocks at it. If the Quadcopter is destroyed, it requires a cooldown time (shown on your **smartphone** minimap). If the Quadcopter is spotted, use Boost and hide or simply fly up vertically, out of enemy range.

(Not Quite) A Hacking Machine: The Quadcopter can hack access keys from foes or objects, which is one of its main strengths and should be employed in this manner in most infiltration circumstances. It can interact with hackable objects, tag guards, and complete some objectives for you. It's incredibly useful during a Network Bypass, as the dataflow and nodes you're looking at are easier to see and interact with from the air. The biggest drawback of the Quadcopter is that it can only execute remote hacks, not physical hacks (like the Jumper). This means it cannot interact with CCTs or data container hard drives that require a manual interaction. Instead, it's more of an eye in the sky.

All the Best Moves: Just like the Jumper, make sure you check out the **Remote CTRL** branch of the ./Research app tree, and unlock the following upgrades:

Proximity Scanner: Perhaps the best upgrade Research Points can buy, this allows you to tag enemies through walls while using the Quadcopter in both normal and **NetHack** views. This essentially negates the need to remotely go from security camera to camera, scouting for foes and turning them red. Instead, use the Quadcopter in all but the tightest of spaces as the ultimate in recon gadgets! Better yet, in Co-op Operations, one player can tag foes while the other infiltrates, as foes are visible to both of you!

Expert RC Engineering: Reducing the cooldown time for the Quadcopter has exactly the same benefits as for the Jumper. If you don't take this ability, just use the Jumper or Marcus instead until the Quadcopter is ready for flight again.

Remote Gadgets: Need to drop electroshock and explosive devices all over a restricted area? Want to call on **mass hacks** after positioning your Quadcopter near a cluster of objects that benefit your tactics the most during a mass hack? Then employ the Quadcopter rather than the Jumper or Marcus, as it can usually reach an area in the safest and fastest time. Need tactics for dropping devices on foes? Check the "Devices" section earlier in this chapter.

Speed Boost: Though helpful, boosting over a restricted area isn't all that necessary, as you can simply gain height and fly over an area unimpeded. Also, you're likely to boost out of signal range, so be aware of this drawback. However, if Marcus or a teammate needs help at the far side of a restricted area, the Quadcopter can be there in seconds if you press in the left thumbstick and boost there.

REMOTE TEAMWORK MAKES THE DREAM WORK

Take all of the tactical knowledge you've gained using the Jumper and Quadcopter and apply it to Co-op Operations with a teammate. Have the Quadcopter tag foes that show up on your friend's screen. Launch two Quadcopters and drop devices on your foes, covering a restricted area in double-quick time. Launch two Jumpers and split the objectives up, or have one of you coax enemies away while the other completes an objective. Or have one player use a Quadcopter to distract all foes around a second foe infiltrating on the ground. With one of you using Marcus, the Jumper, and the Quadcopter while the other does the same, the interactions are endless!

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PART 7: FACTIONS AND CONFLICT

Enemy Reinforcement Calls

During an infiltration, you may encounter the dreaded “red triangle,” an icon that appears over an enemy’s head. A bar slowly fills in around the triangle as that foe calls for reinforcements. This is when you know your previous attempts at stealthy infiltrations have ended in failure.

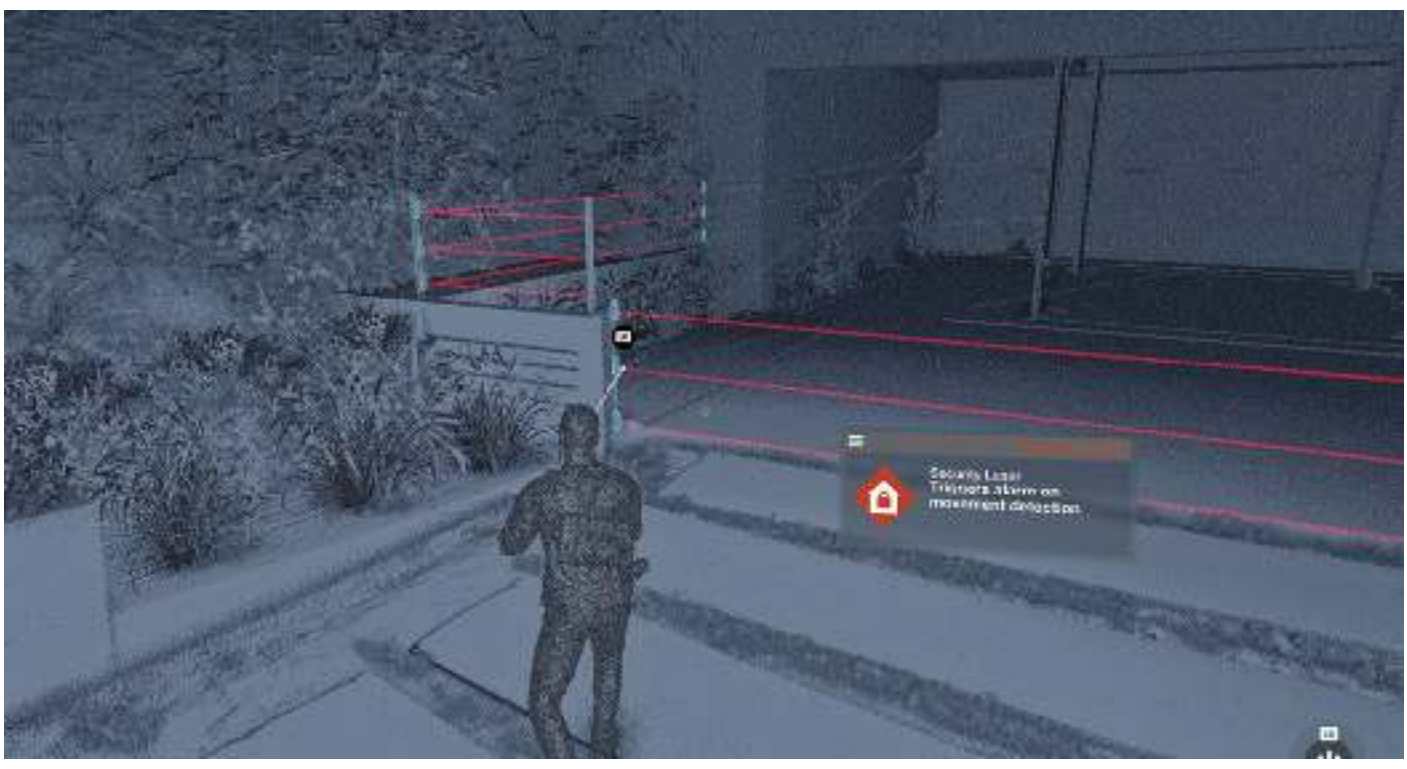
Dealing with Shot-Callers: These enemies are known colloquially as “shot-callers” and can call reinforcements if you let them; and additional foes arrive within 10 seconds unless you cut off their communication with a melee takedown or a distract hack. Prevent this from happening in the first place by exercising stealth infiltrations. In addition, if you hack all of the enemies in a restricted area (using your **smartphone**, the Jumper, the **security cameras**, or the Quadcopter), any foe with the ability to call reinforcements has a red info bar, rather than a blue or gray one. Target those foes first, or remember where they are.

Remember, it’s easier to commandeer a restricted area by taking out the shot-callers first (via stealth, Quadcopter bombing, object proximity traps, or a host of other plans), then removing all other threats in whatever manner you wish, assuming there are no **security systems** or robots. Use this as an alternate strategy to stealth takedowns for everyone.

Reinforcements Arrival: If the call is completed, reinforcements arrive on site. If the restricted area is outside or near a street, expect two or more vehicles to reach one of the main gates and at least four additional foes to contend with. Depending on your Heat level, they could be regular foes or more well-armored types. Placing proximity traps and priming them at these gates can remove the threats before they disperse from their vehicles (as can device bombing them), but overzealous destruction usually ends in more reinforcements, greater Heat level, and chaos.

Another option is to lie low, seek hiding places, and use stealth and electroshock offense (your taser, devices, and WTB launcher) to neutralize enemies, permanently removing foes with suppressed **weapons** afterward, until everything quiets down.

Automated Alerts: **Security systems** (motion detectors and laser security fencing) can also call reinforcements and robots. Therefore, it’s in your best interest to deactivate these as proficiently as possible, by hacking them or in the case of motion detectors and lasers, shooting the hack point with your taser and temporarily disabling them. Also use **NetHack** when moving about to more easily see these security measures, so you don’t accidentally step into them.



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PART 7: FACTIONS AND CONFLICT

Factions: Criminals

Criminals can be members of different factions. While most factions are neutral toward one another, some of them are enemies. Periodically, you may see these gangs fight each other; occasionally this occurs during an operation. Either sit back and watch, or engage both factions depending on your bloodlust, foolhardiness, bravery, or whatever tactical advantages this gives you.

AUNTIE SHU BOYS: CRIMINAL ORGANIZATION

The Auntie Shu Boys formed in the ’90s after the collapse of the previous Triad, taking members from the various Chinatown gangs and Tongs. They are unique, a mix of organized crime and street gang, with Chinese and Vietnamese members. They do everything from stealing cars to selling drugs to committing sophisticated white-collar crimes. For human trafficking, the Auntie Shu Boys act as brothel enforcers for Chinese Triads that ship the women to them. They’ve taken over North Beach, keeping the Italian feel intact and even encouraging the perception that the Mafia is still active when they are really running everything.

BRATVA: CRIMINAL ORGANIZATION

The Bratva, or the Brotherhood, arrived as scouts in the ’80s for the Brighton Beach Mafia. They are better organized than their LA counterparts and hide within the Jewish population. **San Francisco** is one of the centers of money laundering operations via Russia/United States, and they run brothels and control one of the major cab companies, given SF has only four investigators with the City Transit Agency.

SONS OF RAGNAROK: BIKER GANG

The Sons of Ragnarok began in 1948 with WWII ex-soldiers who began riding together. They opened a chapter early in **San Francisco**, making it one of the oldest chapters. They joined forces with an independent group in **Oakland** and have since become one of the big four outlaw gangs. They are a major distributor of heroin and smuggled **weapons**. Sons of Ragnarok are predominantly white, and their close ties with the Aryan Nation and Aryan biker gangs in California have seen a spike in “white-only” chapters and members.

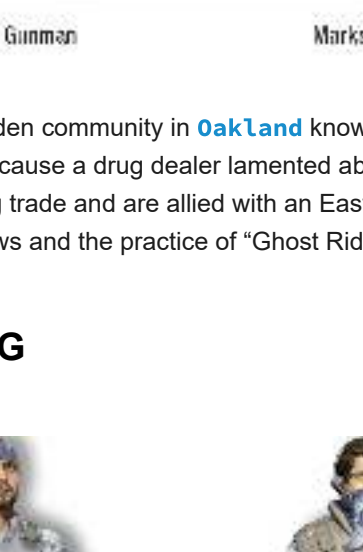
580S: STREET GANG

The 580s hail from Ghost Town, a violence-ridden community in **Oakland** known more formally as Foster Hoover Historic District. The name Ghost Town came about because a drug dealer lamented about the district’s lack of other drug dealers. The gang known as 580s control the local drug trade and are allied with an East **Oakland** gang called the Big Time for joint crime sprees. They also participate in sideshows and the practice of “Ghost Riding.”

TEZCAS: STREET GANG

The Tezcas formed in 1957 by members of various Latino street gangs in Southern California who banded together in prison to protect themselves. They have since gone from prison gang to an alliance of street gangs and are feared for being highly violent. They have more than one leader, including women. The Tezcas are among the most violent faction and often engage in murder-for-hire with other gangs like the Aryans and with South American cartels.

PRIME_EIGHT: HACKER GROUP



Prime_Eight is a loose collection of hackers brought together under Lenora Kastner. Their original mandate was to undermine and damage Stanford, but that quickly evolved to attacking **Silicon Valley** for the way they treated their programmers. Lenora took a page from the Suicide Club, the anarchist society that pranked **San Francisco**, but with a more dangerous mind-set and bullying attitude. Note that this group has only a limited number of members actively engaging in physical violence; security is hired out to other factions.

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PART 7: FACTIONS AND CONFLICT

Factions: Law Enforcement

Law enforcement forces are always friendly toward one another. Umeni-Zulu are private security forces that guard many restricted areas. They are quick to summon their own Umeni backup and police reinforcements. The police step in when innocents call you on your actions or when a restricted area turns into an explosive bloodbath. Expect to outrun them several times as your Heat level increases. Expect to encounter the FBI during your **Main Operations**.

UMENI-ZULU SECURITY CORPORATION

Umeni-Zulu began by providing the U.S. government with cryptographic technology products before expanding their service into collecting intelligence both domestically and internationally. They contract for the CIA and have been involved in paramilitary actions across the world as well as utilizing cybersecurity in a variety of clandestine actions. They are a highly private group that keeps itself hidden well from public scrutiny, but they have been accused of being a MOSSAD front and even a CIA front. This is leading to speculation that some para-military corporations (PMCs) may be intelligence-gathering fronts for domestic and foreign interests.

OAKLAND AND SAN FRANCISCO POLICE DEPARTMENTS

Gunman (Oakland PD) | Armored Gunman (Oakland PD) | Marksman (Oakland PD) | Enforcer (Oakland PD) | Elite (Oakland PD)

Gunman (San Francisco PD) | Armored Gunman (San Francisco PD) | Marksman (San Francisco PD) | Enforcer (San Francisco PD) | Elite (San Francisco PD)

Armored Gunman (Corrupt Cops) | Marksman (Corrupt Cops) | Enforcer (Corrupt Cops)

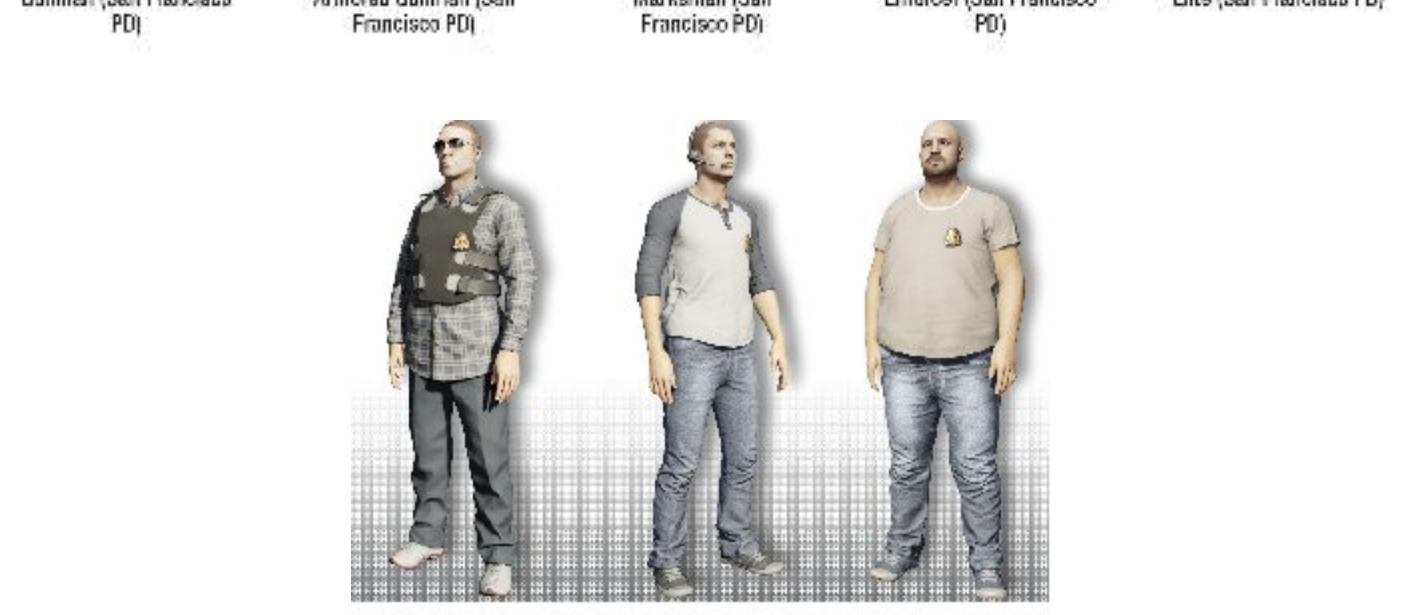
The SF police formed in 1849 during the Gold Rush and now includes the **San Francisco** International Airport Police. They are known for protest and riot control and considered a pioneering force for modern law enforcement. In 2014, they graduated their first official transgender officer.

Homeland Security Unit: Works closely with other agencies and the SFPD to improve overall security of the city.

Patrol Special Police: Privately funded, these armed security police are paid by local businesses to work the beat. They are regulated by an SFP Commission but are not a part of the police. After allegations of abuse of power in 2009, they were forced to change uniforms to look like security guards.

SWAT: This unit coordinates with the FBI, DEA, and ATF. They train in-house and with FBI and private military firms. Known as an elite unit.

FBI (FEDERAL BUREAU OF INVESTIGATION)



Gunman | Agent (Secret Service) | Armored Gunman | Marksman | Enforcer | Elite

The FBI (formally the AFI, or American Federal Investigations) has cyber action teams (CATs) in each of their 56 field offices around the United States, with about 1,000 specially trained agents. The squads include agents, analysts, computer forensic techs, and malicious code experts. Each CAT must be self-sufficient and carry enough computer gear, software, and forensic equipment to run a six-month investigation. They are ready to deploy internationally at a moment's notice. CATs run ops and share intel with agencies, including the Secret Service and 16 other law and intelligence partners that are part of the National Cyber Investigative Joint Task Force. The Task Force operates threat focus cells that address specific threats. One is the **BotNet** Focus Cell that investigates high-priority **BotNets** and reverse-engineers them in an attempt to disrupt them.

ENEMY TYPES

Don't know the difference between an Enforcer and an Elite? Want the best ways to take down an enemy in armor? Then consult the Enemies and Combat section of this chapter for information and strategies.

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PART 7: FACTIONS AND CONFLICT

Heat System

Heat increases as you commit more crimes. You are expected to avoid either the cops you've annoyed enough to trigger your Heat rating. Failure to react to a Heat warning may result in arrest by the police (at lower ratings) or execution by the police (at higher ratings). Note the Heat rating at the bottom of your **smartphone** minimap. The color of this map changes depending on what's happening during these altercations:

Black Background: Marcus is the target. The minimap is likely to be framed in red. You must immediately evade the police chasing you by breaking the line of sight with your pursuers. The icon of the faction you have Heat with is shown in bottom-left corner of the **smartphone**.

Yellow Background: Marcus is escaping. Escape by remaining out of sight of your pursuers until the search timer (the yellow bar in the bottom-left corner) is reduced to white. Achieve this by remaining as far from your pursuers as possible or by hiding from them.

White Background: The target is unknown, and you have successfully avoided capture and escaped. Your Heat is reduced to zero, and you can continue your exploration unimpeded.

HEAT STAGES

If you fail to escape the police search, your Heat level turns red and has several stages. The higher the stage, the more police members are summoned. With factions, you simply have up to six vehicles to avoid. With the cops, you have a number of vehicles and a police helicopter to contend with (and at highest Heat levels, sometimes two helicopters).

At Heat Levels 1 and 2, expect cops with pistols and **shotguns**. At Level 3 and above, expect assault rifles and SMGs. At Level 4 and above, SWAT team members will exit an armored black SUV and begin a tactical strike (as shown). They are heavily armored, so you must flee from them or shoot them in the head. Want to become a menace and raise your Heat to Level 5? Simply keep killing cops.

ESCAPING THE HEAT

You reduce your Heat by fleeing from the cops, losing them while they search for you and waiting for the Heat Alert Level to go from red (active chasing) to yellow (escaping) and finally white (escaped). This Felony level is problematic at Level 3 and above, as the public are more swayed to call the cops, and you may appear on news broadcasts. So flee to the Hackerspace and sleep on the couch to remove your Heat.

You can complete an escape involving enemy factions by killing all of them. But this doesn't work with the police!

ENEMY REINFORCEMENTS

If you've angered the cops or a faction considerably, they send reinforcements that are much tougher to contend with than the lightly armored gunmen you're used to. At Heat Levels 3, 4, and 5, expect to encounter elites, enforcers, armored gunmen, and marksman (in helicopters). Consult the Factions section earlier in this chapter for a visual of what each type of enemy looks like. Consult the Enemies and Combat section for specific information on how each enemy type reacts.

RESTRICTED AREAS

Restricted areas are faction-controlled zones and appear in red on your minimap. There are over 250 of them across the Bay Area. Entering one of them automatically puts Marcus in stealth mode (he crouches and won't run unless you actively make him). He'll be primed for silent melee takedowns.

Faction members who "own" the restricted area will be aggressive toward anyone who encroaches on this area. Citizens within the restricted area are likely to cause a modicum of trouble for you; they may call for help if they see you, especially if they witness you taking down a guard.

Almost every operation (Main, Side, and Online) involves you infiltrating one or more of these restricted areas. Outside of the missions, restricted areas are a good place to practice your stealth (or other) techniques and are places where key data, Research Points, and other **collectibles** are likely to be found.

A restricted area you infiltrate during an operation will not have the same faction guarding it or the same number of foes if you enter it before or after the operation. This is especially true of the 20 large restricted areas that are related to **Online Operations**; these can house any faction, as **Online Operations** are random. So, you may have a slightly different exploration depending on whether you enter a restricted area during a Main Operation, Online Operation, or just in between operations.

WITNESS CALLS

If you see the adjacent icon appear above a civilian, a witness is calling the police. If you see a gray version of the same icon, then a civilian affiliated with a faction is calling them, as you're trespassing on their property. Whatever the case, if the call is completed, law enforcement or a faction will arrive on site shortly, and your Heat level is likely to rise.

Assuming you don't want violent reinforcements cramping your stealth style, you can aim your weapon, use a melee strike to slap the phone out of the civilian's hand, or better yet, employ the distract hack to interrupt the caller. Any of these three methods stops the call.

Can't get to a caller due to scenery being in your way? Then use a Quadcopter to find the busybody and distract them. Or if worse comes to worst, tase them or drop electroshock projectiles on them.

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PART 8: ENEMIES AND COMBAT

Affiliated Civilians

Civilians affiliated with an enemy faction will call for help when they spot you nearby. Once they detect you, affiliated citizens stop what they're doing and ask you to leave the area. They won't take action against you, but they might draw armed enemies toward your location.

In most cases, you can simply ignore these citizens, while keeping around six or more feet away from them. They don't usually cause too much trouble, and there are often route variations you can take to avoid confrontation with them. They are not enemies, and you should only react to them if they start calling out or phoning a faction.

With the former, simply melee strike them with a strangle, taser them, or use some nonlethal electrocution method. Or, simply move away from them to a hiding spot, wait for any alerted guards to return to their patrol, and continue.

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PART 8: ENEMIES AND COMBAT

Detection

When you're spotted, a white circular arrow appears onscreen (as shown in the picture) and reveals the detection status: If the arrow gets filled and turns red, Marcus (or the Jumper, Quadcopter, or a Co-op partner) gets detected and you enter conflict. Any "Ghost" strategies are abandoned in favor of "Aggressor" plans.

Reactions (No Enemy Contact): The quickest way to avoid detection is to maneuver without the enemy looking your way. Continue this until detection occurs. Then, depending on where the enemy or enemies are, you can drop back behind cover to stop detection occurring or run to another cover spot instead and let the enemy stop detecting you.

Reactions (Nonlethal Enemy Contact): Or, you can step out and strangle a foe or tase them. You can also rush them with a charge if you're quick and close enough and strangle them before they have a chance to fully detect you; this is handy in split-second decisions, when a drop back into cover might not help you in time. Or, you can trigger an electroshock trap you've already laid, as throwing devices or setting traps usually doesn't allow you enough time, unless a foe is standing close to an object you can instantly trigger.

Reactions (Distract Hack): All of these previous, nonlethal methods can be augmented by the distract hack, which is a godsend in most situations, especially as a foe is detecting you. Don't have this ./Research ability yet? You should!

Reactions (Lethal Enemy Contact): If these previous plans aren't viable, or there are multiple foes, engage in a quick firefight with a preferred weapon, aiming at any "shot-callers" (who can call for reinforcements and are flagged as such when you hack them). Then dart back into cover, check for any reinforcement calls, and deal with them as a priority so additional enemies aren't called (check the Witness Calls section for tactics). If that fails, start an epic and explosive firefight.

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As you progress through various infiltrations, the factions you come up against start to vary the type of enemy you can encounter. The following gives you a general `overview` of each main enemy type.

ENEMIES: ATTACK DOGS

Who's a Good Boy?: React to dogs by tasering them at the first opportunity. Make them a priority over human foes, as they usually spot you at an earlier time, are quicker, and can incapacitate you while making a noise. If you can't subdue a dog with a taser, use a scenery hack and proximity trap. Or, stay in cover, wait for the dog to smell you, and then melee strike it before it can bark.

If an attack dog strikes you, react with melee attacks, following up with gunfire to drop the animal once it's been swiped away from you. This aggressive posture is the last-ditch attempt, as an alarm will have definitely been raised by this time.

ENEMIES: GUNMAN (AND AGENT)

This is a common thug, patrolling guard, or low-level criminal. They are easily spotted and are the most plentiful. Usual combat takedowns apply.

ENEMIES: ARMORED GUNMAN

Aside from acting in the same way as a gunman, these armored variants tend to carry more potent weaponry and are more seasoned foes. Usual combat takedowns apply, but be ready to expend roughly double the ammunition dropping them, if you're relying on violent solutions.

ENEMIES: ENFORCER

In combat, enforcers will put pressure on you by constantly moving toward your location. Unless you have the Stun Amp Up ability, enforcers are very resistant to electrocution and can take a lot of punishment before going down. How tough are enforcers? They can take multiple sniper rounds to the head. Defeat them using explosives, melee strangulation, or Thunderball smacks, or run them over…twice. Also note that Enforcers never take cover.

ENEMIES: MARKSMEN

In combat, marksmen keep their distance to shoot their target. They can be spotted due to the bright laser coming out of their rifle. They usually stand on a vantage point or patrol with a sniper rifle. Aside from shot-callers, he's usually the first one you should target, due to his advantageous sniping position and weapon strength. His laser sight makes him easy to find. Certain factions may also call on elite marksmen too (dressed in elite garb but are otherwise identical to regular marksmen).

ENEMIES: ELITE

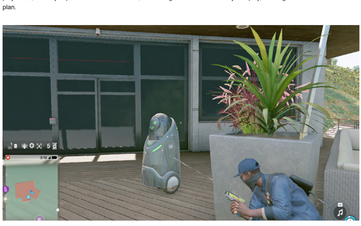
Elites are much more competent veterans. Expect a more difficult battle when these foes turn up; they are dressed in body armor and can withstand serious punishment (except for headshots, which may be the only option aside from a melee takedown).

ENEMIES: ROBOTS

In restricted areas, robots act as moving motion detectors. Hold your Hack button while targeting a robot, open the hacking module, and (assuming you've unlocked these abilities) neutralize a robot:

- Shut down the robot for a few seconds. This is the default and quietest way to remove these threats.
- Make the robot dance and distract people around it. Though amusing, this can create noise, so stay away from the area where the "dancing" is going on. This distraction is also helpful to move guards away from areas you want to reach but are well guarded.
- Make the robot fall in love with people and ram them. This is more amusing but makes more noise, meaning guard patrol paths are likely to be halted.

You can also cause a ctOS massive system crash or blackout, which affects robots, or destroy robots with firearms or device projectiles, scenery explosions or electrocutions, or tasering. But for the Ghost style of play, shutting them down is the best plan.



TAKING A LOOK AT ENEMY TYPES

Remember that some of these enemies are shot-callers who can phone for reinforcements; their information is color-coded red, and these should be priority takedowns. Need to know an example of what each enemy type looks like for each faction? Then look for the images in the Factions and Conflict section of this chapter.

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PART 8: ENEMIES AND COMBAT

Enemy States

The state of an enemy is extremely important to gauge; it's the precursor to your entire tactical planning as the infiltration continues deeper into a restricted area.

Unaware enemies have no indicated state and are either stationary or patrolling an area. Even when you're being detected, don't expect a change in the enemy state until the detector arrow turns red. Then look for the following:

- **Orange "?"—Investigating:** As soon as you trigger a "conflict," seek hiding. The Heat level drops from red to yellow, and you're "escaping" (as shown on your minimap). The enemies reduce their conflict state to that of actively searching for you. Remain in cover or flee until your Heat meter turns white and you escape, and/or neutralize investigating guards before their `detection` arrow turns red. Ghost-stealth tactics are permissible.

- **Orange "!"—Alerted:** The enemy has detected you, and is coming to arrest or subdue you. Not complying will send them into combat against you.

- **Red "!"—In Conflict:** A foe has seen you, his or her `detection` arrow has turned red, and they are actively attempting to neutralize you. Basically, you're in combat with them. Shot-callers phone for reinforcements at this time. Ghost-related stealth infiltrations have failed. Either flee or retaliate with violence to a degree you're comfortable with.

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PART 8: ENEMIES AND COMBAT

Tagging Enemies

A particularly helpful way to keep track of all the enemies (aside from attack dogs) in a restricted area is to cycle through the **security cameras** and focus on each guard until a red outline surrounds them. Use the camera or apply the **NetHack** view until the guard is “scouted” or “tagged.” Now the guards show up in your view when you start to infiltrate.

Note that some restricted areas may not allow you to tag all enemies; some may be out of range of the cameras. In all cases, use this additional information to aid you but expect nontagged enemies too!

Remember that enemies also appear on your minimap as blue arrows once you tag them. These change to flashing red arrows if you’re in conflict with enemies. It’s also worth obtaining the Proximity Scanner ability (./Research app), which allows the Quadcopter to complete the same task but much more proficiently.

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PART 8: ENEMIES AND COMBAT

Unconscious Enemies

When you knock an enemy unconscious through electrocution (by stun gun, an exploding junction box, an electrical proximity trap, a thrown electroshock device, or the WTB grenade launcher), expect them to snooze for around two minutes. They then wake up, alert their squad, and investigate the area. Remember you still won't be in conflict with the enemy if they haven't spotted you, even if the enemy wakes up. Also remember you can re-tase an enemy that is already unconscious to "reset" the two-minute timer before they wake up, and do this continuously if this is advantageous to your tactics.

If a different enemy finds an unconscious foe (which usually happens after a tasering, as this creates a small amount of noise), they can wake up the unconscious enemy.

And Stay Down!: What are the best stealth-related ways to react to a sleeping foe waking up? You can:

- Head with speed to an objective and quickly complete it before you have to deal with the enemies searching for you.
- Remain in cover and tase (or electrocute) the enemy just as they wake up, so they fall asleep again.
- Remain in cover and tase the investigating enemy, as well as the sleeping one, so both are dropped. Continue this with additional foes to create a "pile" of snoozing enemies.
- Remain in cover, produce a suppressed weapon, and shoot the snoozing enemy to kill them while still completing objectives in silence. This is a violent plan frowned upon by true stealth professionals, but the "tase, then executive" is a very effective plan for each foe you see.

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PART 8: ENEMIES AND COMBAT

Vanish

Have you attracted unwanted attention in a restricted area, with objectives still to complete? Then either wipe out everyone or, better yet, retreat to an area inside or out of the restricted area and hide. Optionally prep any entrances with an electroshock device proximity trap or scenery trap, and remain undetected as the “Vanish” timer appears on your minimap. As you escape and the timer is depleted, the enemies return to their neutral state and start patrolling, and you can continue your stealth infiltration without resorting to blind, ugly violence.

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PART 9: PLAYSTYLES

Playstyle: Aggressor

“Aggressor” hackers use a very hands-on approach and attack problems head-on.

A Sample Aggressor Infiltration: After using the cameras or Quadcopter to tag enemies, lay explosive proximity traps (devices) at the entrance gates or alleyways where you expect reinforcements to arrive from, so the first wave can be removed while you’re engaging in combat. Then enter the restricted area armed to the teeth with your favorite two **weapons** (based on the loadouts listed earlier in this chapter). Start mayhem!

Of course, you can just go around blasting everybody. But there are better tactics than that: First, use explosive devices or quick firearm takedowns to neutralize (via) any shot-callers so no reinforcements are called; you’re here to competently remove threats, not start a massacre (though that’s an option too!). Then gain height, so you can see more enemies and have an easier time dropping them. Use scoped **weapons** before moving on to more close-assault armaments of your choosing. Make a competent sweep of the restricted area, mopping up stragglers and gaining height, until you’ve nullified all threats. Then complete any objectives. Run out of ammo? Grab any fallen foe’s weapon and use that.

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PART 9: PLAYSTYLES

Playstyle: Ghost

“Ghost” hackers rely on stealth and subterfuge to reach their goal and avoid confrontation.

A Sample Ghost Infiltration: Check the entire perimeter of a restricted area and learn where Marcus can quickly and quietly enter from. Manually scan for enemies (or use the Quadcopter or cameras to tag them). Then creep up and strangle every enemy, one at a time, in complete silence, until you’ve neutralized all threats. Then complete the objective. This takes the most skill, is the most satisfying, and is the recommended method for a true DedSec hacker to use.

Strangulation from behind is the key method to remain undetected. It is the quietest takedown and won’t cause other foes to leave their patrol paths, unless they see a body, in which case seek cover and step out to throttle the investigating foe. Unlike tasering, strangulation is permanent. If you don’t want physical contact with your foes, resort to stun gun tasering or use electroshock devices. Be aware that foes will wake up, and long infiltrations may be compromised by enemies starting a search for you after they wake up.

The only other variant is avoiding all combat entirely. For this, you need a direct path to each objective already figured out and knowledge of patrol paths. This occurs by practicing each mission over and over again.

PRACTICE MAKES PERFECT

If you want to practice a section of an operation over and over again, or you aren’t satisfied with the way you reached an objective, simply go to the Game Options menu and select “Reload Last Checkpoint.”

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PART 9: PLAYSTYLES

Playstyle: Trickster

“Trickster” hackers are masters of remote-control devices. They complete operations without ever endangering themselves.

A Sample Trickster Infiltration: Being ever mindful of the ./Research abilities to spend on your purchased **RC Jumper** and Quadcopter, send out the latter to scout the restricted area, so you have a great knowledge of the area before even venturing into it. Use the Quadcopter to hack any access keys available, then keep it in the air or use it to drop electroshock devices on foes causing initial problems.

Switch to your **RC Jumper**. With a mixture of distract hacks, use it to maneuver to any objectives you can physically hack, as well as any CCTs (closed-circuit terminals) and unlock them. The Jumper’s role is to unlock everything in preparation for Marcus or to complete the mission without Marcus needing to move at all. Hack exit gates. Remotely control vehicles you want to use as cover or vehicles you wish to maneuver from an area. Sit the Jumper on the vehicle roof or control it using the Quadcopter.

Remove threats by using electroshock scenery you coax guards toward, or set proximity traps in guards’ paths to electrocute any you deem problematic. Remember, you don’t need to remove all (or any) threats for many missions, just those that will cause you problems when fulfilling an objective.

The only time Marcus even needs to step into a restricted area is if the objective can only be completed by a human, such as untying a prisoner or being at a certain location like an elevator.

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PART 9: PLAYSTYLES

Playstyle: Optimal Playstyle Mix

It's usually best to start with a Trickster-style infiltration using the Quadcopter to oversee an area, tag enemies, and perhaps take as many out as you can without raising the alarm. Continue this until mission completion or until you wish to switch styles. Then use Ghost-style infiltration, strangling foes until the entire area is devoid of enemies, except those who may arrive if you step into a motion detector or through a laser fence.

If at any point during the previous two infiltration scenarios the enemy discovers you and starts shooting, fight back with Aggressor-style tactics, then either follow up with mayhem until everyone except you is dead or you seek cover, **vanish** (escape), and continue with a more silent infiltration.

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PART 10: ./RESEARCH APP

Overview

This section details every research skill (ability) that you can unlock by spending Research Points and finding key data across the Bay Area. Certain abilities are recommended, and each one has detailed information regarding strengths, weaknesses, and combining the ability with other tactics and functions.

./Research App Totals

./RESEARCH BRANCH	# OF NODES	KEY DATA	RESEARCH POINTS
Vehicle Hacking	6	4	30
Social Engineering	9	5	46
City Disruption	7	4	40
Tinkering	6	4	34
BotNets	7	0	34
Marksmanship	9	6	50
Remote CTRL	7	4	36
TOTAL	**51**	**27**	**270**

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VEHICLE SECURITY BYPASS

Number of Nodes: 6

Key Data Needed: 4

Research Points Needed: 30

This branch of abilities allows you to manipulate vehicles in a variety of helpful ways. Some are used very frequently, while others may not be employed as often as you think.

VEHICLE DIRECTIONAL HACK

Purchase Price: 2 Research Points

`Hack vehicles to move in specific directions. Costs 2 BotNet Resources.`

Thoroughly recommended! It is a great first ability in this branch, as it enables you to remotely maneuver vehicles in all directions. When a vehicle accelerates or goes in reverse, it usually continues at speed until it crashes into something, so hit another direction (or the same direction again) to slow it down if you don't want to damage the vehicle.

This is useful for creating a disturbance elsewhere in a restricted area (i.e., foes go off to see why a car suddenly drove itself around a yard). Time this acceleration correctly, and you can drive and crush a foe into a wall or other scenery. It's helpful if the vehicle needs to be disposed of, such as `driving` it into the water. The directional hack is also helpful if you have the skill to remotely drive a vehicle you need to "appropriate" from an enemy hideout, into the open, though the controls are rudimentary and it takes practice not to hit scenery.

It's also handy when trying to escape during a Heat level chase, or you need to clear a path when heading to a new destination; hack civilian vehicles ahead of you so they move out of the way, or cause a crash that your opponent gets caught up in. It's also great for taking control of a vehicle that's being aggressive to you; if a cop car is heading your way, hack and drive it backward or away from you to aid in your escape.

Finally, this ability is extremely useful when employed by either remote drone, especially the Quadcopter. Vehicles are easier to maneuver if you're looking down on them using the flying drone.

HIJACKER

Purchase Price: 4 Research Points, Vehicle Directional Hack unlocked

`Hack cars' electronic locks instead of lockpicking. Stealing cars is no longer noticed by passersby.`

Thoroughly recommended! Usually you need to fiddle with the lock of most vehicles (except bikes or convertibles), which takes time and may cause a citizen to call the police. But with Hijacker, you can smoothly and electronically hack the vehicle, enabling a quick getaway. As this saves time, is extremely convenient, and allows you to, for example, more quickly reach a fleeing enemy vehicle (since you're not spending time trying to unlock a door), take this ability as early as possible into your adventure.

CHOPPER RETREAT EXPLOIT

Purchase Price: Key Data in SFMOMA, 6 Research Points, Hijacker unlocked

`Use your Hack button to force choppers to retreat. Costs 4 BotNet Resources.`

As the cost in `BotNet` Resources is quite high and the chances of encountering a helicopter is minimal (aside from during Side Operation: `$911`), you may wish to delay purchasing this ability. As you're likely to have attempted Aggressive behavior to the police, you might as well remove the chopper by shooting the marksman on it instead, which also causes it to retreat.

If you're being chased by a chopper, lose the line of sight by varying the direction you're traveling, heading up or down levels, going into cover, heading off-road and under freeway bridges, or entering your Hackerspace. All can cause the chopper to break off its pursuit without the need for this ability.

However, if you choose this ability and hack the chopper into spinning around and backing off, this eases your escape chances, which is always a bonus.

ENGINE OVERRIDE

Purchase Price: Key Data in `Embarcadero` Center, 4 Research Points, Vehicle Directional Hack unlocked

`Trigger a burst of speed in a vehicle when you hold the appropriate button. Drains BotNet Resources over time.`

Thoroughly recommended! It enables you to maneuver at your vehicle's top speed, allowing you to quickly reach objectives you can't Fast-Travel to or enemies that are attempting to flee you. This is a great ability to have during Bounty Hunts, as you'll always need to make up ground against a fleeing human foe.

Note the glowing exhaust on your vehicle or smoke from the exhaust of some older vans; this indicates the hack is working. Also note the `BotNet` Resources it uses. To increase the potency of this ability, make sure you increase your `BotNet` (purchasing abilities from the `BotNets` branch); you want to be able to boost as often as possible.

Boosting allows you to travel farther over ramps (helping your rating during the "Daredevil Liv" Driver SF mission) and enables a quicker time during `motocross races`. Just don't use it too often, or in conjunction with the Vehicle Directional Hack, or you may find you're out of `BotNet` juice quicker than you think!

RECOMMENDED

This icon indicates the skill/ability is recommended for purchase as soon as possible.

MASSIVE VEHICLE HACK

Purchase Price: Key Data in Chinatown, 6 Research Points, Engine Override unlocked

`When on foot, create mayhem by hacking all cars in the area at once. While driving, hack vehicles to distract drivers and clear a path. Lasts for 10 seconds. Select by pushing up on the D-pad, then use with your Hack button.`

This is one of the three available `mass hacks` and is accessible on your Equipment Wheel once purchased. There are two different ways this ability works, depending on whether you're on foot or not. While walking or using either remote drone, this works like a mass hack version of the Vehicle Directional Hack. This is great for moving reinforcements that haven't exited their vehicles. It also maneuvers enemy vehicles away from you, allowing an easier escape. Naturally, you must have made an error in any stealth infiltration beforehand to warrant the need for this! In addition, if there are few foes in vehicles, this is less potent. But it's great for stopping a group of faction or cop vehicles as they arrive to arrest or shoot you.

If you're in a vehicle, this also acts as a Vehicle Directional Hack; it clears a path, stopping pursuing vehicles by remotely moving them off the road in front of you. It also stops them chasing you, which gives you a greater chance of escaping. However, a similar plan can occur if you employ `City Disruption` hacks, making this ability useful but not critical to have.

BOTNET SAVINGS: VEHICLE HACKS

Purchase Price: Key Data in `Yerba Buena` Island, 8 Research Points, Massive Vehicle Hack unlocked

`Reduce BotNet Resource cost for any vehicle hack.`

Thoroughly recommended! This halves the `BotNet` Resource for every hack from this branch. It is particularly helpful for abilities like Engine Override, as this effectively doubles the distance you can travel at speed. Make sure you combine it with enhancements to your `BotNet`; having 20 segments of `BotNet` and this ability means you can boost for minutes, not seconds, and remotely control a vehicle dozens of times before needing to recharge your `BotNet`.

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PEOPLE'S DATA MANIPULATION

Number of Nodes: 9

Key Data Needed: 5

Research Points Needed: 46

One of the most critical abilities—Create Distraction—is accessible from this branch, which allows you to manipulate your fellow human beings for your own gain. Though some abilities may be overkill, there's no better feeling than fleecing citizens with big bank accounts for your own coffers!

CREATE DISTRACTION

Purchase Price: 2 Research Points

`This hack sends a distraction to civilian phones or blasts feedback in enemy headsets. It also cancels 911 and reinforcement calls. To distract someone, press the Hack button, and hold it until the Distract icon appears in your hacking module (bottom right corner of the screen). Costs 2 BotNet Resources.`

Thoroughly recommended! This should arguably be your first purchased ability, as it makes it easier for those using stealth to infiltrate. It enables guards who would otherwise be looking out for you to gaze into their phones for around six seconds. During this time, you can step almost within two to three feet of them without them noticing you. This aids your stealth runs considerably.

The help this gives you cannot be underestimated! If you have the `BotNet` Resources (and you should add to these in the "`BotNets`" branch), you can distract the same foe over and over again or multiple foes. You can also distract from the Jumper or the Quadcopter (which is a great tactic during `Online Operations` where one player "shields" the other using a Quadcopter and distracts).

After the foe is distracted, you can run up and strangle them and still keep your stealth plans intact. This also means you don't need to wait for a foe to move to an area where you can strike them without being detected; the distract allows takedowns anywhere! Distract, then run up and execute a melee takedown. Distract, then tase. Distract, then shoot (but that obviously alerts others).

Furthermore, if you've been spotted and you're trying to halt a full-out battle, you can use distracts to stop reinforcements from being called (use the Quadcopter to reach the Shot-Caller if he's too far to distract on foot). This can limit your foes to those within a restricted area, ensuring an easier victory and objective completion.

If a foe is alerted and is actively searching or firing at you, distract them; for violent foes, this creates a feedback, temporarily incapacitating them (but not for as long as the phone-call distract). This essentially neutralizes any foe you encounter! Got an armored foe who isn't going down with shotgun blasts? Then use the distract to cause feedback in his ears, and take him down by dashing in with a melee takedown or a tase.

IMPROVED PROFILER

Purchase Price: 4 Research Points, Create Distraction unlocked

`Automatically flag profiles of nearby people with large bank accounts.`

When you're attempting to purchase the Quadcopter, better weaponry, vehicles, or `clothing`, and you want to accrue money from civilian bank accounts at around ten times the amount, pick this ability. Though it won't help you during operations, it does allow you to see any citizen with a massive bank account. Normal folks can be hacked for around $60 to $80. Folks with large bank accounts can be hacked for $600+! Remember you can still hack citizens with large bank accounts without this ability; the only difference is that these specific citizens appear with a blue square reticle around them. Look for those in more crowded areas of the Bay Area.

MASSIVE COMMUNICATION DISRUPTION

Purchase Price: Key Data in Nudle, 8 Research Points, Improved Profiler unlocked

`Simultaneously create a distraction on everyone around you. Select it with up on the D-pad, and use it with the right shoulder button.`

This is one of the three `mass hacks` you can obtain and select. When used against innocents, it simply allows you to hack multiple bank accounts at the same time, which is slightly more helpful than normal. It's when you're encountering groups of enemies that this ability comes into its own.

Although if you're playing a stealth plan of attack and you've removed all threats one at a time without any problems, you may never need this ability. But if you have multiple foes you wish to distract at the same time (and there are more in the vicinity), the better this is, as you don't have to individually distract them and use up more `BotNet` Resources.

Use this before foes have spotted you and raised the alarm, so that you (or your co-op partner) can rush a location without being seen and quicken the time it takes to complete an objective. Need to reach a data container in a building? Have a co-op partner launch this mass distract from a Quadcopter, just before you're spotted while you sprint for the objective!

If your operation is turning into a bloodbath and you're spotted by multiple foes, use this hack. Every enemy clutches their ears as they receive feedback, giving you precious moments to find a getaway car, get into cover, or start mowing the foes down with `weapons` and projectiles. If foes are chasing you, employ this hack without having to specifically target foes (e.g., while you're running away with enemies behind you). Use this as a "nuclear option" if things are going south.

But there are those "Ghosts" who are so proficient at infiltration, they never need this ability.

BOTNET SAVINGS: PERSONAL DEVICES

Purchase Price: Key Data in Swan Levitt Observatory, 6 Research Points, Massive Communication Disruption unlocked

`Reduces BotNet Resource costs when using any hack on individuals.`

Thoroughly recommended! Although you need to purchase Improved Profiler and Massive Communication Disruption—two abilities that are great to use but not thoroughly recommended—it's worth it to get this. Halving your `BotNet` Resources for any Social Engineering ability is amazing. While getting more bank accounts quickly is a minor help, effectively doubling the number of times you can distract enemies during an operation is a godsend.

GANG ATTACK

Purchase Price: 4 Research Points, Create Distraction unlocked

`Assign a target to one of the gangs of San Francisco. To do so, hold the Hack button, and select this icon on your hacking module. Costs 8 BotNet Resources.`

See "APB: Wanted Criminal".

GANG SKIRMISH

Purchase Price: Key Data in North Beach, 6 Research Points, Gang Attack unlocked

`Rally high-level members of a gang to rough up your target. This replaces the Gang Attack ability. Costs 8 BotNet Resources.`

See "APB: Wanted Criminal," below.

GANG WAR

Purchase Price: Key Data in Elmhurst, 8 Research Points, Gang Skirmish unlocked

`Call the strongest members of a gang to attack your target. This replaces the Gang Skirmish ability. Costs 8 BotNet Resources.`

See "APB: Wanted Criminal," below.

APB: SUSPECT LOCATED

Purchase Price: 4 Research Points, Create Distraction unlocked

`Place a false APB on your target and broadcast the location. The police will come to arrest the target. To do so, hold the Hack button, and select this icon on your hacking module. Costs 8 BotNet Resources.`

See "APB: Wanted Criminal," below.

APB: WANTED CRIMINAL

Purchase Price: Key Data in Superior Court, 6 Research Points, APB: Suspect Located unlocked

`Place a false APB on your target with a special "dangerous criminal" advisory. This replaces the APB: Suspect Located ability. Costs 8 BotNet Resources.`

Need to start some rivalry between two `San Francisco` gangs? Then these three abilities do the trick! Simply hack the target and choose this ability from the hacking module. A few moments later, a vehicle arrives (parked in the same location reinforcements use) and two enemies get out:

- With Gang Attack, these are gunmen.
- With Gang Skirmish, these are likely to be enforcers or armored gunmen.
- With Gang War, these are elites with their insane body armor.
- With APB: Suspect Located, this is a cop car with two gunmen officers.
- With APB: Wanted Criminal, this is a SWAT truck with elites.

These abilities are the ultimate in distraction. It allows you to tag a target and sit back to watch the intergang carnage. Better yet, it enables you to get on with an objective while the enemy is preoccupied. Stepping in and fighting the foes is counterproductive, as you may have both factions to contend with. Instead, use this as an opportunity to slip into cover, head to a desired location, or follow the more hardened gang members you summon (with Gang War in particular), watching them lay waste to the enemy while you leisurely stroll in behind them.

This is also a great ability to use when you want to flush a foe that's in an area that is difficult to reach, such as an upstairs area locked with a CCT or access key. Remember you can use your RC drones or `security cameras` to reach and target a foe.

The biggest drawback of this ability is the random nature of how the animosity plays out. You may find that using the distract hack and keeping the number of enemies down to just those already in the restricted area is a safer way to complete a mission. But if you're content to create chaos, with objective completion or follow-up massacring on your mind, then choose these abilities.

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CTOS 2.0 EXPLOITS.

Number of Nodes: 7

Key Data Needed: 4

Research Points Needed: 40

Use the city's infrastructure against your enemy with a variety of hacks against scenery, robots, and **security systems** designed to thwart you.

AUTO-TAKEDOWN

Purchase Price: 2 Research Points

`Trigger gates and steam pipes when enemy vehicles pass nearby. Press the button at the bottom of the screen when you see it, with the indicated timing. Costs 4 BotNet Resources.`

This affects not only gates and steam pipes, but also barriers and bollards (small concrete blockers). Normally, you can hack these instantly. With this ability, you can hack and prime them to activate as you see them coming up ahead of you (usually a proximity trap is created). If you have a visual of the scenery you've hacked, you can watch a vehicle hit a steam pipe proximity trap, or you can time a bollard erection, gate closure, or barrier closure.

If you're not able to see the scenery (e.g., if you're being chased), a button press appears; press when the button is flashing white. Time it correctly and you hack the scenery.

Attempting this depends on the situation, though it's useful to waylay pursuers during escapes or rival hackers during DedSec Events in which you are attempting to escape in a vehicle. It's exceptional for damaging the vehicle of a human bounty you're hunting.

Otherwise, there are different methods to remove or slow down enemies, either by proficiently escaping or using the Vehicle Directional Hack, which isn't as instant but still causes a pursuer to break off a chase.

ROBOT EXPLOITS

Purchase Price: 4 Research Points, Auto-Takedown unlocked

`Create a distraction on robots by pressing the Hack button, holding it to see the hacking module, and acquiring more hacking options. Costs 2 BotNet Resources per use.`

More entertaining, perhaps, than critically useful to your game, this neutralizes any robot that you may face in a restricted area. However, there are other ways around robots, such as removing all human threats first, then destroying a robot with a taser or electroshock or explosive devices to stop them calling reinforcements.

Depending on the hack you choose from the hacking module, you can shut the robot down for a few moments, make it "dance" and distract foes while you maneuver to an objective, or make the robot feel "love" and ram the nearest enemy, which is a different type of distraction. All of this can be done by Marcus or either RC drone.

While the robot is incapacitated, you can complete your mission. Having this gives you more options and is the only way to employ "distract" tactics when infiltrating areas with both robots and humans. But because the robot recovers from the hack and goes back to its patrol pattern when the hack ends, these exploits aren't permanent solutions.

MASSIVE SYSTEM CRASH

Purchase Price: Key Data in Jack London Square, 6 Research Points, Robot Exploits unlocked

`Shut down all city infrastructure for 30 seconds. Select it with up on your D-pad, then use the right shoulder button to employ this mass hack.`

This effectively "locks" any garage door, hackable door, gate, barrier, motion detector, laser fence, and scenic object (like a junction box or explosive pallet) from being hacked. This is similar to when ctOS shuts down local infrastructure to help benefit the enemy. So why do this to yourself?

This is more about keeping the enemy locked inside a location so they can't maneuver to you easily, which is fantastic during Bounty Hunts when you're searching an explosive-rigged hideout for a human opponent. Locking gates stops reinforcements from entering or from them giving chase if you're trying to escape. It quickly cuts a motion detector or laser security within a restricted area, meaning you don't need be nearby, which is very helpful during **Online Operations** (you can remove these **detection** threats without targeting them first).

You can also lock yourself in an objective area, sealing security doors so foes can't get in and you can't get out. This gives you time to, for example, download data, prep proximity traps, or remotely move vehicles to a rendezvous spot for a quick getaway. Why not try locking yourself in a room so foes can't reach you, then use a Quadcopter to rain down devices to detonate and remove these threats?

SYSTEM CRASH UPGRADE: BLACKOUT

Purchase Price: Key Data in Gates Houseboats, 8 Research Points, Massive System Crash unlocked

`Upgrades the Mass System Crash hack. Turns off all lights in the area, reducing line of sight (in addition to shutting down all infrastructure).`

With a large **BotNet** sapping and more useful at night, this may be overkill in most circumstances. However, use this ability if you're infiltrating after dusk, your foes are numerous and armed to the teeth, and you want to try melee takedowns with a greater chance of success.

Marcus can also resist arrest more easily; if you've got your hands up and the police are about to take you in (and aren't shooting), perform the blackout, then melee strike the nearest cop and escape. Naturally, this can't happen during daylight hours with the same degree of success!

TRAFFIC CONTROL EXPLOIT

Purchase Price: 6 Research Points, Robot Exploits unlocked

`This upgrades the Auto Takedown with the ability to hack the traffic light system. Create accidents to stop pursuers by pressing the button at the bottom of the screen when you see it, with the indicated timing. Costs 4 BotNet Resources.`

See "Auto Takedown" for the tactics on how and when to perform this ability. This enables you to hack the traffic lights of any intersection that has them (ideally after **driving** through the intersection). This causes a pileup and waylays any pursuers considerably. It's an excellent way to ensure an escape in record-quick time or if you don't want to defensively drive your way out of a Heat felony.

SECURITY SYSTEM SHUTDOWN

Purchase Price: Key Data in Spiritual Ascendance Development, 6 Research Points, Robot Exploits unlocked

`Enables shutting down security systems. To do so, hold the Hack button and select this icon from the hacking module.`

Use this primarily on motion detectors and laser fencing. What you have to think about is whether you can more easily find a different path into a restricted area or shut down the security system by firing your taser instead (which is also a permanent solution). Despite these drawbacks, this ability is great for Ghosts, who value a slick maneuver through lasers and motion detector–covered doorways without pausing in their infiltration. As always, this can be done remotely with either RC drone. It's also extremely effective during online Bounty Hunts, when you're attempting to flush out a foe in a hiding place and they've rigged the area with traps. Just switch them off while finding them in **NetHack**.

BOTNET SAVINGS: CITY HACKING

Purchase Price: Key Data in **Fort Point**, 8 Research Points, Security System Shutdown unlocked

`Reduces BotNet Resource costs when using any hack on city infrastructure or tech.`

If you're using these type of abilities more than others, it makes sense to purchase this, which essentially halves the cost of each ability in terms of using up your **BotNet** Resources. Adding additional Resources (in the "**BotNets**" branch) also helps. If you're using other types of abilities in different branches more frequently, wait to purchase this.

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GADGET MASTERY

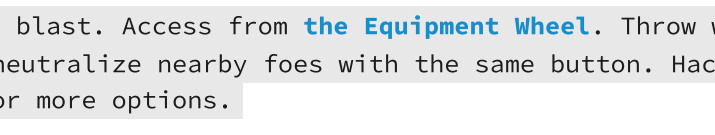
Number of Nodes: 6

Key Data Needed: 4

Research Points Needed: 34

This branch focuses purely on the two types of thrown projectiles you can unlock and the enhancements you can purchase for each of them. One device offers electroshock neutralization without killing a foe and is relatively quiet. The other is an explosive bomb that's as violent as it is loud. Both are thoroughly recommended for Marcus and your RC drones to use.

ELECTROSHOCK DEVICE



Purchase Price: 2 Research Points

`Knocks people out temporarily. Access from the Equipment Wheel. Throw with the right shoulder button, then neutralize nearby foes with the same button. Hack the device and hold down the Hack button for more options.`

Simultaneously press the left and right shoulder buttons to remotely detonate all deployed electroshock devices.

Thoroughly recommended! This is essentially a thrown projectile that acts like an electrocuting piece of scenery you can set as a proximity trap. It sticks to anything and neutralizes any foe or foes when it detonates. Note that foes who receive an electroshock wake up in the same way as if being struck by a taser.

The tactical advantages for using this are both useful and numerous and are detailed in the Gadgets and **Weapons** section of this chapter. Remember to use it as a proximity trap and then hack it to make a noise so enemies come to investigate and are electroshocked. Use it to neutralize groups of foes. Use the **RC Jumper** and Quadcopter to drop these devices remotely.

Remember you don't actually ever run out of these devices; they respawn after you use up the supply of devices you're carrying. Check the cooldown timer in the bottom-left corner of your screen or switch to the other device if you need more projectile explosions in the meantime.

Note that you don't even need to destroy this device; just lob it near a foe so they walk over to it and inspect it. Step out of cover and execute a melee takedown before grabbing the dropped device!

EXPLOSIVE DEVICE

Purchase Price: 4 Research Points, Electroshock Device unlocked.

`Explodes with a lethal blast. Access from the Equipment Wheel. Throw with the right shoulder button, then neutralize nearby foes with the same button. Hack the device and hold down the Hack button for more options.`

Simultaneously press the left and right shoulder buttons to remotely detonate all deployed explosive devices.

Thoroughly recommended! This is another must-have ability. Refer to the Electroshock Device section for all the basic methods you can deploy this. The only difference here is that the explosive device acts like an IED and is used for lethal takedowns, rather than sending your foe to sleep.

The more potency this type of device has the more you can use it in alleyways as proximity traps to destroy reinforcement vehicles or foes. It can be daisy-chained to scenery, such as gas pipes and explosive pallets or red barrels, to create a bigger explosion. And you haven't lived until you've executed a bombing run using a Quadcopter!

Make sure these devices are part of your offensive arsenal now! The tactical advantages for using these are numerous and are detailed in the Gadgets and **Weapons** section of this chapter.

EXPERT TINKERING

Purchase Price: Key Data in Vista Point, 6 Research Points, Explosive Device unlocked

`Reduces cooldown time for explosive and electroshock devices.`

Thoroughly recommended! Halving the time it takes between spawning devices is always handy, especially if you use one device more than another. Waiting for a device to refill is never a tactically cunning plan, so you may wish to employ other strategies during this cooldown period.

Remember, there are other ways to achieve a similar effect: While waiting for your electroshock devices to refill, you can hack junction boxes or use you taser or the WTB Launcher. While waiting for your explosive devices to refill, you can use the gas pipe, explosive pallet, or any regular grenade launcher.

ELECTROSHOCK OPTIMIZATION

Purchase Price: Key Data in Sutro Tower, 8 Research Points, Expert Tinkering unlocked

`Allows carrying and placing of five electroshock devices at once.`

Thoroughly recommended! See "Explosive Optimization" below.

Increasing the number of devices you have on your person from two to five means you don't need to rely on the cooldown period between the use of these devices as much, and you have far more ways to cover a restricted area with these devices. This is especially true if you're using your Jumper or Quadcopter to drop bombs on foes or are trying different strategies and need a few more devices when testing out a plan.

TWEAKED BLAST

Purchase Price: Key Data in **Lombard Street**, 6 Research Points, Explosive Device unlocked

`Explosive and electroshock devices have a larger area of effect.`

Thoroughly recommended! This mostly applies to detonating the device without creating a proximity trap first, which may not be possible if, for example, you have a group of enemy vehicles converging on your location and you want to ensure you destroy them all in one thrown device detonation. This also lengthens the proximity trap radius too. In almost every circumstance, this is helpful to your needs.

The only possible downfall is if you're prepping a device as a proximity trap and the extra size means a foe triggers it before you want them to. In these cases, don't set the proximity trap until necessary. Instead, use the advantage of a wider proximity "dome" to coax more foes within the diameter of the dome before activating it and catching more in the trap.

EXPLOSIVE OPTIMIZATION

Purchase Price: Key Data in Galilei, 8 Research Points, Tweaked Blast unlocked

`Allows carrying and placing of five explosive devices at once.`

Thoroughly recommended! Increasing the number of devices you have on your person from two to five (and with both Optimization abilities, you get four to ten devices) means you don't need to rely on the cooldown period between the use of these devices as much, and you have far more ways to cover a restricted area. This is especially true if you're using your Jumper or Quadcopter to drop bombs on foes or you're trying different strategies and need a few more devices when testing out a plan.

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UPGRADE HACKING CAPACITY

Number of Nodes: 7

Key Data Needed: 0

Research Points Needed: 34

When you find a few abilities that you use regularly (e.g., Distract, Engine Override, and Vehicle Directional Hack), you'll find you can't use them more than a couple of times without sapping your `BotNet` Resources. In addition to choosing the "`BotNet` Savings" for each branch of the abilities tree (which halves the `BotNet` cost of specific abilities within that branch), `Botnet` Upgrades are the way to go! This effectively fills up your `BotNet` Resource "circle" in the bottom-right corner of your screen from 4 (the starting amount) to 20 (the full amount if you've purchased all abilities in this branch). Definitely take "`BotNet` Upgrade #1" as soon as you can. Then purchase additional upgrades when you need them.

THE BOTNET BOOSTS YOU NEED

`BotNet` Upgrades allow you to repeat abilities to give you huge advantages. For example, if you want the best times in the `motocross races` or the longest amount of vehicle boost when chasing a Bounty Hunter suspect, then you need the flexibility of using Engine Override as often as possible—purchase all `BotNet` Upgrades and the `Botnet` Savings: Vehicle Hacks ability.

BOTNET UPGRADE #1

Purchase Price: 2 Research Points

```
Increase available BotNet Resources by 4.
```

Thoroughly recommended! See the "BotNets" section introduction.

BOTNET UPGRADE #2

Purchase Price: 4 Research Points, `BotNet` Upgrade #1 unlocked

```
Increase available BotNet Resources by 2.
```

Thoroughly recommended! See the "BotNets" section introduction.

BOTNET UPGRADE #3

Purchase Price: 6 Research Points, `Botnet` Upgrade #2 unlocked

```
Increase available BotNet Resources by 2.
```

Thoroughly recommended! See the "BotNets" section introduction.

BOTNET UPGRADE #4

Purchase Price: 6 Research Points, `Botnet` Upgrade #3 unlocked

```
Increase available BotNet Resources by 2.
```

Thoroughly recommended! See the "BotNets" section introduction.

BOTNET UPGRADE #5

Purchase Price: 4 Research Points, `Botnet` Upgrade #1 unlocked

```
Increase available BotNet Resources by 2.
```

Thoroughly recommended! See the "BotNets" section introduction.

BOTNET UPGRADE #6

Purchase Price: 6 Research Points, `Botnet` Upgrade #5 unlocked

```
Increase available BotNet Resources by 2.
```

Thoroughly recommended! See the "BotNets" section introduction.

BOTNET UPGRADE #7

Purchase Price: 6 Research Points, `Botnet` Upgrade #5 unlocked

```
Increase available BotNet Resources by 2.
```

Thoroughly recommended! See the "BotNets" section introduction.

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COMBAT EXPERTISE

Number of Nodes: 9

Key Data Needed: 6

Research Points Needed: 50

Though most of these augmentations to the way you fire your **weapons** are for the Aggressor types, some of these abilities favor the more clandestine approach too. If you're intent on using firearms, make these ability purchases a priority.

SLEIGHT OF HAND

Purchase Price: 2 Research Points

`Increases reload speed for pistols and the stun gun.`

This is recommended, though it isn't a must-have ability, as those with stealth tendencies will usually hit a foe with a taser one at a time, with a lengthy pause as you find the next enemy to electrocute. Not so if you're rapidly firing a pistol. As the taser is

a single-shot-then-reload weapon, this ability is excellent when you need to quickly rid yourself of two or more enemies in quick succession and don't have other means to accomplish this (e.g. devices or melee attacks). As you're likely to be spending money on assault rifles and **shotguns** and using them more often than pistols, this ability may not yield dividends for the aggressive player, but it's a great help in the early missions.

ADVANCED SLEIGHT OF HAND

Purchase Price: 4 Research Points, Sleight of Hand unlocked

`Increases reload speed for two-handed weapons.`

Thoroughly recommended for the aggressive player. If you're focused on using assault rifles, **shotguns**, **sniper rifles**, and grenade **launchers**, and want them to reload more quickly, then this is the obvious choice to take, as early as possible. It shortens reload times considerably, which can mean the difference between neutralizing a foe or being taken down yourself. If you're more used to stealth takedowns, this is little help to you.

STEADY HANDS

Purchase Price: Key Data in Kirby Cove, 6 Research Points, Advanced Sleight of Hand unlocked

`Reduce scope sway on all scoped weapons.`

This is a reasonable help for the Aggressor player or anyone who relies on clandestine sniping or accurate scoped shots from range. Remember that all affected **weapons** are listed as "scoped" in the **Weapons** Table notes in this chapter. Simply put, this allows for easier and more accurate takedowns at distance. If this is part of your combat repertoire, take this ability. If not, wait to unlock it.

KEEN EYE

Purchase Price: Key Data in **Nudle Park**, 8 Research Points, Steady Hands unlocked

`Increases damage dealt by sniper rifles.`

Any weapon in the sniper rifle class, as detailed by the **Weapons** Table in this chapter, gets a boost to its damage rating. This is helpful when trying to drop the toughened enemies (armored foes, enforcers, and elites) from extreme to long range. It's a must-have for sniper fans and little help if you plan your infiltrations to involve mostly close-combat takedowns. However, it's great for providing cover during Co-op Operations if the topography is suitable for one player to hang back and snipe. Just think about how often you use **sniper rifles** before unlocking this.

STRONG GRIP

Purchase Price: Key Data in **Coit Tower**, 6 Research Points, Advanced Sleight of Hand unlocked

`Increases the stability of two-handed weapons.`

Any weapon except for a pistol or your taser benefits from this ability, which reduces "wobble" considerably and makes your target reticle much more accurate. As this affects multiple classes of **weapons**, it's extremely useful to the more violent vigilante.

TARGET WEAKNESS

Purchase Price: Key Data in Cliff House, 8 Research Points, Strong Grip unlocked

`Increases damage dealt by shotguns against vehicles and armored targets.`

If you don't remove vehicular threats using the **remote control** hack or explosive devices, and if you have a particularly quick shotgun, you can eliminate a vehicle and its occupants in seconds. The same goes for armored gunmen, who previously could have shrugged off three or more shotgun blasts. Remember, there are other ways to neutralize armored foes (e.g., melee strangulation or improved silencing), but for a firearm-heavy Marcus, this improvement makes sense, though it won't improve relations with the faction whose vehicles you're destroying.

STEADY AIM

Purchase Price: 4 Research Points, Sleight of Hand unlocked

`Increases stun gun range.`

This is well worth obtaining for the Ghost-style infiltrator, as the already-exceptional taser is made even more potent with this ability. Firing at and subduing foes at longer ranges means more flexibility and options when you're neutralizing a restricted area. Though this is a fantastic ability, remember that hacking scenery to explode or shock foes or using thrown devices can yield the same result and can give you even more flexibility.

FAST TRIGGER FINGER

Purchase Price: Key Data in Prescott, 6 Research Points, Steady Aim unlocked

`Upgrades pistol rate of fire to as fast as the trigger can be pulled.`

If you're adept at manually rapid-firing your controller trigger and want to transfer this skill to your in-game pistol arsenal, take this ability. Automatic pistols and the stun gun aren't affected, and

this ability becomes less useful when or if you decide to carry two-handed **weapons** around instead. But for those who prefer to drop foes with quick, manual bursts of pistol fire, find a pistol with a high damage, ignore the rate-of-fire rating, and let it rip!

STUN AMP UP

Purchase Price: Key Data in **Stanford University**, 6 Research Points, Steady Aim unlocked

`Decreases the number of stun gun charges needed to stun armored enemies.`

An incredibly helpful ability when dealing with the more vicious armored gunmen you begin to deal with as you progress through the operations. This halves the number of shots it takes to drop one, enabling you to more quickly subdue foes without the problem of them reacting and raising the alarm. As with other taser-based abilities in this branch, you may find that stepping up and strangling or using devices or scenery to remove these threats is more effective, leaving you and your taser ready to take down lightly armored threats.

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HARDWARE HIJACK

Number of Nodes: 7

Key Data Needed: 4

Research Points Needed: 36

One of the most potent ways to remotely neutralize enemies and secure environments is utilizing the abilities in this research branch. This allows manipulation of scenery and, more importantly, offers some fantastic improvements to your **RC Jumper** and Quadcopter; however, obviously you are encouraged to purchase both RC devices first!

ENVIRONMENTAL RC

Purchase Price: 2 Research Points

`Remote control for forklifts, scissor lifts, and cranes. Hack them first, and control them when the hacking module appears.`

Thoroughly recommended! This is an early ability and should be chosen immediately, as the help this gives you cannot be understated. As you want the most number of methods to reach every objective and can also use the movement of this mechanical scenery to spook the enemy into investigating the area, there's a wide variety of benefits to taking this. Using these remote machines as stepping stones or to gain height advantage over the enemy should be part of your game plan. With this ability, it's all there under your control.

PROXIMITY SCANNER

Purchase Price: 4 Research Points, Environmental RC unlocked

`Equip the Quadcopter with enhanced scanning capability. Foes are tagged through walls while controlling the Quadcopter in Network Hacking mode.`

Thoroughly recommended! Unless you have a severely constricted interior location that the Quadcopter cannot pass through, this takes the place of scouting and **tagging enemies** using **security cameras**; this is a much more fluid and quick way to find every foe in a restricted area (remember, these enemies now appear on your minimap). You can fly up, out of an enemy's range and still spot them all, flipping between regular and **NetHack** view. The information is even relayed to a Co-op partner!

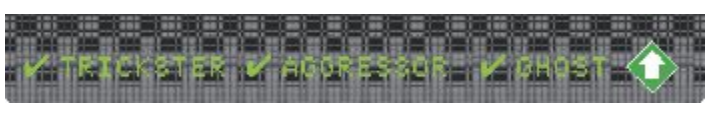
EXPERT RC ENGINEERING

Purchase Price: Key Data in Crystal Spring Dam, 6 Research Points, Proximity Scanner unlocked

`Reduces cooldown time for the Jumper and the Quadcopter.`

Recommended if you're constantly using one or both RC devices and the enemy keeps spotting and destroying them. If you're more competent and can securely hide or avoid foes using the Jumper (zip it under a vehicle or behind cover) or the Quadcopter (simply fly upward!), this isn't as helpful.

REMOTE GADGETS



Purchase Price: Key Data in Ferry Building, 8 Research Points, RC Engineering unlocked.

`Equip the Jumper and Quadcopter to drop electroshock and explosive devices. Access using the Equipment Wheel, once in control of the remote drone.`

Thoroughly recommended! This essentially turns both the Jumper and Quadcopter into offensive-capable drones with true flexibility to neutralize or kill the enemy. It's extremely helpful in any infiltration to send a Jumper or Quadcopter close to a foe and prep a proximity trap with an electroshock or explosive device. Just don't activate the trap while the RC drone is in the radius of the "dome," as it may trigger the trap! Check the Devices section in this chapter for a full complement of tactics to try. Get this ability now!

TAUNT

Purchase Price: 4 Research Points, Environmental RC unlocked

`Equip the Jumper with an internal speaker. Taunt citizens and enemies into chasing your Jumper. Press the right trigger to activate.`

While the many phrases the Jumper randomly says are most entertaining, you may find other methods of getting past a foe (e.g., distraction via an enemy's phone hack) are quicker and easier to attempt. But the real reason for the Taunt is to move a foe who's standing near an area you want to explore or toward a trap you've made (especially ones you may have trouble dropping, like elites). Using the Taunt, coax the enemy away from the area and into your waiting (and throttling) arms, into a proximity trap, or away from a location you or your co-op partner need to reach.

ENHANCED SPRING

Purchase Price: Key Data in **Palo Alto**, 6 Research Points, Taunt unlocked.

`Improve the jump height of your Jumper. Hold the Jump button longer to reach higher ledges.`

Thoroughly recommended! This ability allows higher vertical jumps, meaning you can almost leap over barbed-wire fencing and can maneuver to almost every objective. Also, because the Jumper can complete physical hacks that the Quadcopter cannot, such as accessing CCTs and data containers, you can use the Jumper to attempt initial infiltrations on your behalf without worrying about it getting stuck. It's also easier to avoid enemies if you can leap over and onto a container or vehicle roof!

SPEED BOOST

Purchase Price: Key Data in **Alcatraz**, 6 Research Points, Taunt unlocked.

`Boost speed for both the Jumper and the Quadcopter. Press the left thumbstick in to begin the boost.`

Though this is great to have, it isn't an imperative ability until you have the Research Points to spare. Jetting across the ground (Jumper) or the sky (Quadcopter) is always helpful, as it gets you away from foes who can destroy the drone and to a far part of a restricted area where you can help a Co-op partner or complete an objective in record time. However, if you just remain calm and careful, you can reach the same location and complete most objectives without the need for a boost. The extra speed does help the Jumper leap huge distances, though, which is an extra bonus.

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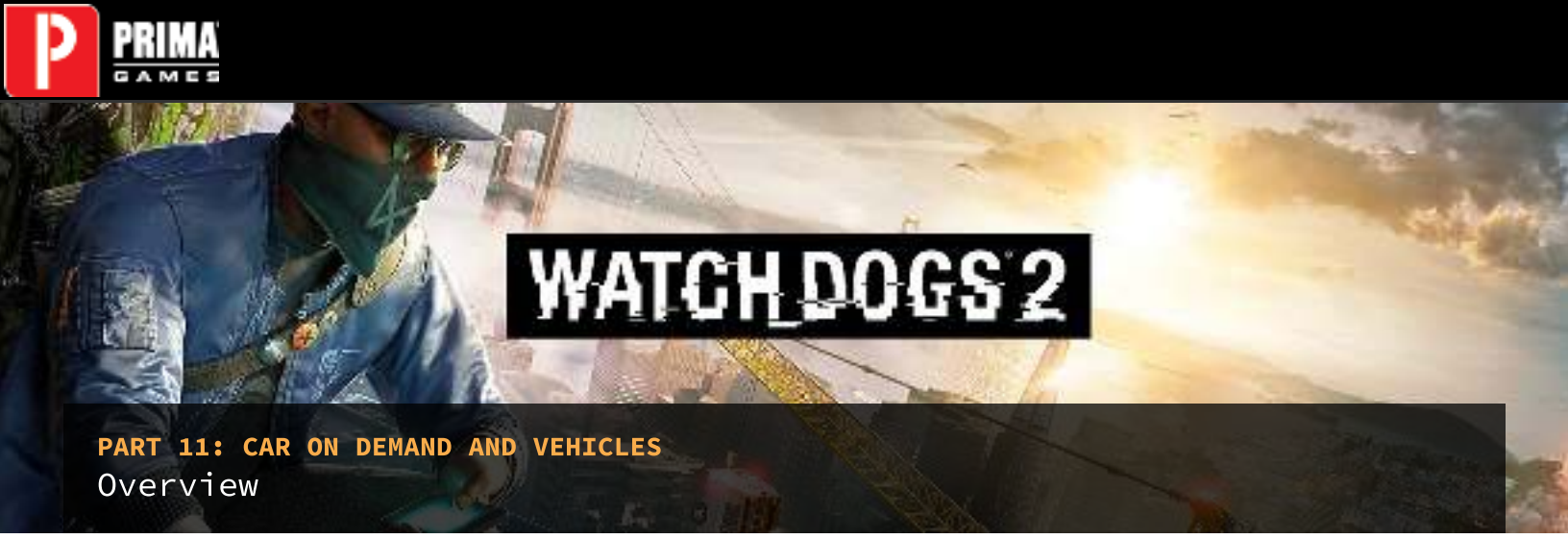

PART 11: CAR ON DEMAND AND VEHICLES

Overview

CAR ON DEMAND APP

This fantastic tool enables you to call a vehicle to your location between operations but not during them; new cars will not be driven to the middle of a firefight. This allows you to choose from a list of `vehicle types` and summon any unlocked vehicle to a nearby location, once you've purchased the vehicle from a car showroom. Why? So you have your preferred vehicle to drive or ride on prior to an operation start, giving you the advantage of a vehicle you're comfortable in or one tailored to a specific action. Compare statistics between vehicles on this app, and paint your vehicle in a variety of colors and decals.

"UNLOCKING" A VEHICLE

Here's how you can unlock vehicles:

- **Stealing:** Before you have the Hijacker ability, you unlock vehicles manually. This usually results in a citizen calling the police and is dangerously slow if enemies are engaging you at the same time.
- **Hack Unlocked (Hijack):** With this ability, simply highlight the vehicle you want to drive and hack it. The alarm and locks are automatically disengaged. You'll unlock most vehicles with this method.
- **Auto Dealerships:** Stop by a branch of Auto Elite or Total Motors and purchase a vehicle from them. This appears at the dealership garage and is also added to your Car on Demand app. Note that Auto Elite and Total Motors sell completely different vehicles of each type.
- **Collecting:** There are seven unique vehicles hidden as `collectibles` around the Bay Area.

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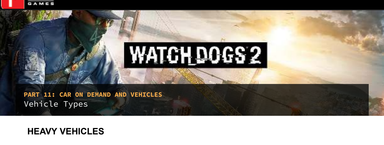

PART 11: CAR ON DEMAND AND VEHICLES

Vehicle Types

HEAVY VEHICLES

Large and bulky vehicles are terrible when you need to move nimbly around narrow streets or perform off-road climbs, where they can get stuck easily. But if you have enough space, and you're seeking to ambush the enemy or ram one off the road, these can be extremely handy, as long as you know which one to pick. The toughest of all the vehicles, these trucks can take a huge amount of punishment and can break through barricades and strike into enemy cars with ease. The handling is surprisingly adequate, too, as is the top speed in most cases. Only the acceleration (with the exception of the ambulance) is subpar. But if you need to run over or smash something, pick one of these monsters, like the MRAP.

MUSCLE CARS

Your first experience with muscle cars might be the 571 or Vespid models, which have rather tail-happy handling. Don't let that put you off these American icons of the 1970s and the more modern takes on rear-wheel beasts with massive engines. Though they can be difficult to steer into a tight alley and require extra concentration when you're going flat-out, they have exceptional top speed and acceleration; just watch out when you try to corner or handbrake. Practice your turns to avoid spinning out. These have a good toughness and are great to use in car combat tasks.

SPORTS CARS

Thoroughly recommended! Compact enough to work well in tight turns and around slower traffic and with enough power to reach a fleeing suspect or escape the police, these sports cars are utilized often by the discerning driver-for-hire. These cars have impressive acceleration coupled with spectacular handling and a top speed that's more than adequate for most situations. Try out the Zusume R, which is the cream of this crop. However, these vehicles don't do well with repeated battering, so be ready to change vehicles if you plan to ram and chase foes or survive a mass of police swarming after you.

OFF-ROAD VEHICLES

The four off-road trucks offered are excellent choices, and not just when you're **driving** around the hills of **Marin**; they provide average or above ratings in all four **driving** categories, with particularly adept acceleration and handling. This is helpful, as they are quite bulky to maneuver, and you need the precision steering to swerve through narrow gaps. Don't expect lithe bike or sports car–like handling, though. Where these vehicles really shine is their off-road capabilities; they don't lose traction, so you can take them on any dirt trails they can fit down, on the grass and railroad tracks, or through the trails of eastern **Oakland**, without fear of losing control. Get yourself a Wildebeest and try out the more wild of rides.

PERFORMANCE CARS

This has enough top speed and acceleration to pin your head back in your seat; they are the best at long, straight highway **driving**. Performance vehicles have the very best ranking for these two statistics and have higher-than-average handling in most cases. The only area these vehicles suffer is their toughness, which isn't good at all; use them to chase a single foe, but a bunch of foes in vehicles. Though these vehicles have arguably better stats than sports vehicles, they are more expensive to purchase at showrooms, so you may wish to steal them or use sports vehicles instead. Certain performance vehicles are also quite tail-happy and are sometimes wider than sports cars, making them a little trickier to control at the very limits of speed and handling.

MOTORCYCLES

Motorbikes are a thoroughly recommended mode of transportation, unless any kind of ramming is involved. They have incredible acceleration, meaning you should use them to reach locations as quickly as possible. Their small size means they can squeeze through gaps, such as raised bollards, that no other vehicle can manage. Move between traffic with ease. Take ramps and pitch the vehicle down slightly so both wheels land to minimize damage. Amaze yourself at the handling and top speed of the Sayonara bikes. And when you're going off-road, use the Kurukawa Motorsport 450.

STANDARD VEHICLES

When you're in need of four tires and a steering wheel, this variety of low-priced, unimpressive vehicle does the job. But what about escaping the police? Don't expect rampant success at the wheel of these machines. They have poor toughness (a real problem during a jostling) and appalling acceleration, meaning you can't get away or reach a fleeing target as easily. But the subcompact vehicles are narrow enough to easily weave through traffic. Plus, the vans are good for parking and climbing on their roof to look for a way into a restricted area, or they can act as movable cover.

POLICE VEHICLES

The police have four vehicles, but only three are accessible, since you can't pilot the helicopter—the ubiquitous patrol car (a rebadged Cavale), which offers reasonable acceleration and a good degree of handling; the rebadged Talos (SUV); and the SWAT team heavy vehicle (a rebadged MRAP), which is hardier but not quite as fast. Obviously, these vehicles won't be available on your app, so you only get the chance to drive them when you steal them during a felony, when your Heat level is sufficiently high, and when you're likely to be in danger. You're more easily spotted **driving** a stolen cop car too! When you're **driving** any of these police vehicles, the only difference is that the horn is a siren that is on continuously. As police vehicles don't have a rigid set of statistics, information is not available for these models.

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PART 11: CAR ON DEMAND AND VEHICLES

Vehicle Stats List

The following data details the statistics of every vehicle you can drive. Here's what everything means:

Name: The given name of the vehicle in the game.

Type: The vehicle's type, as explained previously.

Dealer: Shows which dealer you can acquire the vehicle from.

Manufacturer: The company responsible for building the vehicle.

Car Showroom Price: The money you need to pay to unlock this vehicle on your Car on Demand app, if available. If no price is listed, the method of obtaining the vehicle is shown.

Recommended: Whether this guide recommends the vehicle to try out.

Off-road: Whether the vehicle has good capabilities off-road. If it doesn't, expect to spin your wheels and lose control more often.

Top Speed: How fast the vehicle will travel after acceleration. The higher the number, the faster the vehicle.

Acceleration: How quickly the vehicle increases in speed. The higher the number, the quicker the vehicle.

Traction: How adept and nimble the vehicle is at turning, skidding, and remaining on all wheels. The higher, the better.

Durability: How much damage the vehicle can take from ramming or enemy fire. The higher, the tougher.

Heavy Vehicles

MODEL	NAME	TYPE	DEALER	MANUFACTURER	CAR SHOWROOM PRICE	RECOMMENDED	OFF-ROAD	TOP SPEE
	Ambulance	HEAVY VEHICLE	STEAL OR HIJACK ONLY	Landrock Motors	Not for Sale	YES	–	8.5
	Ambulance: Danger Mobile	HEAVY VEHICLE	COLLECTIBLE	Landrock Motors	Reward	YES	–	8.5
	Bertha	HEAVY VEHICLE	COLLECTIBLE	Landrock Motors	Reward	YES	–	9.4

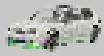
	Boxvan	HEAVY VEHICLE	STEAL OR HIJACK ONLY	MatarHorn Trucks	Not for Sale	—	—	7.2
	Boxvan Cab	HEAVY VEHICLE	STEAL OR HIJACK ONLY	MatarHorn Trucks	Not for Sale	—	—	7.2
	Cement Truck	HEAVY VEHICLE	STEAL OR HIJACK ONLY	MatarHorn Trucks	Not for Sale	YES	—	6.2
	City Bus	HEAVY VEHICLE	STEAL OR HIJACK ONLY	MatarHorn Trucks	Not for Sale	—	—	6.8
	Coach	HEAVY VEHICLE	STEAL OR HIJACK ONLY	Landrock Motors	Not for Sale	—	—	7.2
	Convoy	HEAVY VEHICLE	AUTO ELITE	MatarHorn Trucks	135000	—	—	7.8
	Cube Truck	HEAVY VEHICLE	STEAL OR HIJACK ONLY	Landrock Motors	Not for Sale	—	—	7.4
	Dump Truck	HEAVY VEHICLE	STEAL OR HIJACK ONLY	MatarHorn Trucks	Not for Sale	—	—	6.7
	Fire Truck	HEAVY VEHICLE	STEAL OR HIJACK ONLY	MatarHorn Trucks	Not for Sale	YES	—	7.9
	Flatbed	HEAVY VEHICLE	STEAL OR HIJACK ONLY	MatarHorn Trucks	Not for Sale	—	—	6.7
	MRAP	HEAVY VEHICLE	AUTO ELITE	MatarHorn Trucks	180000	YES	—	7
	MRAP (Police SWAT)	HEAVY VEHICLE	STEAL OR HIJACK ONLY	MatarHorn Trucks	Not for Sale	YES	—	7
	Media Broadcast Truck	HEAVY VEHICLE	STEAL OR HIJACK ONLY	MatarHorn Trucks	Not for Sale	—	—	6.7

Muscle Cars

MODEL	NAME	TYPE	DEALER	MANUFACTURER	CAR SHOWROOM PRICE	RECOMMENDED	OFF-ROAD	TOP SPEED
	3.9T	MUSCLE CAR	TOTAL MOTORS	Global Motors	15000	—	—	8
	571	MUSCLE CAR	TOTAL MOTORS	Global Motors	17000	—	—	8.9
	Adamant S-Series	MUSCLE CAR	TOTAL MOTORS	Global Motors	25000	—	—	9.3
	CHP-AAD	MUSCLE CAR	COLLECTIBLE	Elek Motors	Complete Main Operation: CyberDriver	YES	YES	8.4
	El Cadejo	MUSCLE CAR	AUTO ELITE	Global Motors	22500	—	—	8
	El Cadejo: Wrecker	MUSCLE CAR	COLLECTIBLE	Global Motors	Reward	YES	—	8
	Sonarus LX	MUSCLE CAR	AUTO ELITE	Global Motors	30000	—	—	9
	Vespid 5.2	MUSCLE CAR	AUTO ELITE	Brubeck Engines	32499	—	—	9.3
	Vespid HMI	MUSCLE CAR	AUTO ELITE	Brubeck Engines	28000	—	—	8.6
	Vespid Lowrider	MUSCLE CAR	AUTO ELITE	Brubeck Engines	180000	—	—	8.4

	Vespid Lowrider: Peste Negra (ULC)	MUSCLE CAR	COLLECTIBLE	Brubeck Engines	ULC Reward	YES	—	8.3
	Hailkal R	MUSCLE CAR	TOTAL MOTORS	Bogen	22500	—	—	8.8

Sports Cars

MODEL	NAME	TYPE	DEALER	MANUFACTURER	CAR SHOWROOM PRICE	RECOMMENDED	OFF-ROAD	TOP SPEED
	Carrozza	SPORTS CAR	AUTO ELITE	Bogen	26250	YES	—	8.4
	Kirsher	SPORTS CAR	TOTAL MOTORS	Targ Motors	15000	—	—	7.2
	Rotor	SPORTS CAR	AUTO ELITE	Sumitzu Auto	21250	—	—	8.2
	Rotor: Ice Cube	SPORTS CAR	COLLECTIBLE	Sumitzu Auto	Reward	YES	YES	8
	Sculptor 2.5R	SPORTS CAR	TOTAL MOTORS	Sumitzu Auto	15000	—	—	8
	Sunrim-EV	SPORTS CAR	TOTAL MOTORS	Elek Motors	37500	YES	—	8.8
	Zusume R	SPORTS CAR	INITIALLY AVAILABLE	Nakahawa Motors	0	YES	—	7.6

Off-Road

MODEL	NAME	TYPE	DEALER	MANUFACTURER	CAR SHOWROOM PRICE	RECOMMENDED	OFF-ROAD	TOP SPEED
	Batta	OFF-ROAD	TOTAL MOTORS	Kuruhawa Motorsport	10000	—	YES	7.3
	TBT-7000	OFF-ROAD	AUTO ELITE	Global Motors	21250	YES	YES	8.5
	Tributary 1500	OFF-ROAD	AUTO ELITE	Landrock Motors	28000	YES	YES	8.7
	Tributary 3500	OFF-ROAD	TOTAL MOTORS	Landrock Motors	10000	—	YES	7.5
	Wildebeest	OFF-ROAD	TOTAL MOTORS	Brubeck Engines	17000	YES	YES	8.1
	Wildebeest: Mountain King	OFF-ROAD	COLLECTIBLE	Brubeck Engines	Reward	YES	YES	8

Performance Cars

MODEL	NAME	TYPE	DEALER	MANUFACTURER	CAR SHOWROOM PRICE	RECOMMENDED	OFF-ROAD	TO SP
	336-TT	PERFORMANCE CAR	AUTO ELITE	Targ Motors	112500	–	–	9.8
	Amargosa Turbo	PERFORMANCE CAR	TOTAL MOTORS	Ficarra Motors	37500	YES	–	9.1
	Baumsteiger	PERFORMANCE CAR	AUTO ELITE	Targ Motors	180000	YES	–	9.5
	Baumsteiger: The Dangerzone	PERFORMANCE CAR	COLLECTIBLE	Targ Motors	Reward	YES	–	9.5
	Boxberg R1	PERFORMANCE CAR	AUTO ELITE	Targ Motors	180000	–	–	9.6
	Fiammetta	PERFORMANCE CAR	AUTO ELITE	Furnari Automotive	1350000	–	–	10
	Fiammetta: Void Dasher (ULC)	PERFORMANCE CAR	COLLECTIBLE	Furnari Automotive	Reward	YES	–	10
	Papavero	PERFORMANCE CAR	AUTO ELITE	Papavero	162000	–	–	9.8
	Scafati GT	PERFORMANCE CAR	AUTO ELITE	Furnari Automotive	360000	–	–	10

Motorcycles

MODEL	NAME	TYPE	DEALER	MANUFACTURER	CAR SHOWROOM PRICE	RECOMMENDED	OFF-ROAD	TOP SPEE
	Chopper	MOTORCYCLE	AUTO ELITE	Hardy Motorbikes	21250	–	–	9.3
	Chopper Cruiser	MOTORCYCLE	AUTO ELITE	Hardy Motorbikes	21250	–	–	9.3
	Kodachi	MOTORCYCLE	TOTAL MOTORS	Kuruhawa Motorsport	15000	YES	–	9
	Kuruhawa 450	MOTORCYCLE	TOTAL MOTORS	Kuruhawa Motorsport	10000	YES	YES	8.4
	Molto Bene	MOTORCYCLE	TOTAL MOTORS	Fruttato	5000	YES	–	5.7
	Molto Bene: Rainbow Missile	MOTORCYCLE	COLLECTIBLE	Fruttato	Reward	YES	–	6
	Sayonara	MOTORCYCLE	AUTO ELITE	Kuruhawa Motorsport	28000	YES	–	9.7

Standard Vehicles

MODEL	NAME	TYPE	DEALER	MANUFACTURER	CAR SHOWROOM PRICE	RECOMMENDED	OFF-ROAD	TOP SPE
	200 EV	STANDARD VEHICLE	TOTAL MOTORS	Bogen	7500	—	—	7.1
	Asteria Prime	STANDARD VEHICLE	AUTO ELITE	Elek Motors	36000	YES	—	8.5
	Bogen Bus	STANDARD VEHICLE	TOTAL MOTORS	Bogen	17000	YES	—	6.3
	Bogen Bus: Flip Wagon	STANDARD VEHICLE	TOTAL MOTORS	Bogen	Reward: Incredible air control!	YES	—	6.5
	Cavale	STANDARD VEHICLE	TOTAL MOTORS	Brubeck Engines	10000	—	—	7.4
	Cavale Taxi	STANDARD VEHICLE	STEAL OR HIJACK ONLY	Brubeck Engines	Not for Sale	—	—	7.4
	Cavale Police Car	STANDARD VEHICLE	STEAL OR HIJACK ONLY	Brubeck Engines	Not for Sale	—	—	8.9
	Crosscountry Series	STANDARD VEHICLE	TOTAL MOTORS	Brubeck Engines	5000	—	—	6.3
	Crosscountry Series Taxi	STANDARD VEHICLE	STEAL OR HIJACK ONLY	Brubeck Engines	Not for Sale	—	—	6.3
	eKart	STANDARD VEHICLE	NOT AVAILABLE	Elek Motors	During Activity: Side Operation: **eKart Challenge** only	—	—	5.7
	Kigan AWD	STANDARD VEHICLE	TOTAL MOTORS	Nakahawa Motors	15000	—	—	7.9
	Landrock Van 1500	STANDARD VEHICLE	TOTAL MOTORS	Landrock Motors	3000	—	—	6.5
	Landrock Van 2500	STANDARD VEHICLE	TOTAL MOTORS	Landrock Motors	7500	—	—	7.3
	Magnate	STANDARD VEHICLE	AUTO ELITE	—	37500	—	—	8.5
	Menschen	STANDARD VEHICLE	TOTAL MOTORS	Bogen	10000	—	—	7.1
	Merengue	STANDARD VEHICLE	TOTAL MOTORS	Elek Motors	43125	—	—	8.7
	Nudle Car	STANDARD VEHICLE	NOT AVAILABLE	Nudle	During **Activity: Driver SF**: Auto-nomous! only	—	—	7
	Philandra	STANDARD VEHICLE	TOTAL MOTORS	Global Motors	17000	—	—	6.5
	Relegater	STANDARD VEHICLE	TOTAL MOTORS	Landrock Motors	10000	—	—	6.8
	Sumitzu Auto 1.6	STANDARD VEHICLE	TOTAL MOTORS	Sumitzu Auto	2000	—	—	7.6
	Talos	STANDARD VEHICLE	TOTAL MOTORS	Brubeck Engines	15000	—	—	7.8
	Talos Police SUV	STANDARD VEHICLE	TOTAL MOTORS	Brubeck Engines	Not for Sale	—	—	9
	Vessel	STANDARD VEHICLE	TOTAL MOTORS	Global Motors	4000	—	—	6.9
	Vessel Taxi	STANDARD VEHICLE	STEAL OR HIJACK ONLY	Global Motors	Not for Sale	—	—	6.9

	Woodie	STANDARD VEHICLE	TOTAL MOTORS	Global Motors	2000	–	–	6.8
	Valiance CE	STANDARD VEHICLE	TOTAL MOTORS	Sumitzu Auto	15000	–	–	6.6
	Valiance CE Taxi	STANDARD VEHICLE	STEAL OR HIJACK ONLY	Sumitzu Auto	Not for Sale	–	–	6.6

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MAIN OPERATIONS
Overview

TAKING DOWN BLUME

Your Main Operations exclusively appear and are activated via your **DedSec app**. They can also be tracked and started via your Nudle Maps app. Each one has you complete a wide variety of objectives. This can range from chasing down suspects, to assaulting multi-level facilities teeming with enemy guards. Rewards for successfully completing Main Operations include additional Followers and **clothing**. Although there is some flexibility regarding the order you can complete each Main Operation (choose them as they appear on your app), the optimal order of completion is listed in this guide.

This guide offers comprehensive tactical analysis regarding how best to infiltrate each specific restricted area within an operation, and gives options depending on your style of play (favoring Ghost, Trickster, or Aggressor playstyles). Infiltration Points, Points of Interest and Objectives, and recommended paths to completion are detailed, as well as solutions for each Network Bypass.

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MAIN OPERATIONS
Available Main Operations

MAIN OPERATIONS

There are 17 Main Operations to complete. The following table gives you a list of them, and whether they unlock any other Side Operations.

Available Main Operations

NAME OF MAIN OPERATION	RELATED SIDE OPERATION(S)
01. Hello World	High Price to Pay
02. Swag	–
03. Plug and Play	–
04. Walk in the Park	–
05. CyberDriver	Paint Job
06. False Profits	–
07. HAUM Sweet HAUM	HAUM Intruder
08. Looking Glass	Rodentia Academy
09. Limp Nudle	–
10. Hacker War	$911
11. Eye for an Eye	–
12. W4tched	–
13. Hack Teh World	–
14. Power to the Sheeple	–
15. Robot Wars	–
16. Shanghaied	–
17. Taking Down Blume/Motherload	–

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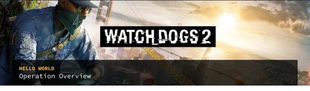


HELLO WORLD
Operation Overview

OBJECTIVES

- Infiltrate the Data-Center.
- Shut down the server tower.
- Climb inside the server tower.
- Wipe your profile.
- Escape by the server tower basement.
- Escape through the ventilation shaft.

REWARDS

0xd3ec Followers: 1,300+ (Once Operation: Swag has been completed)

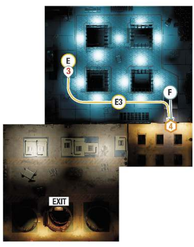
BRIEF

Welcome to ctOS, Retr0. Your mission, if you choose to accept it, is to bypass the security doors and get inside. Then erase your personal profile.

HOSTILES

- Umeni Security Corps

BLUME DATA CENTER (1F AND BF)



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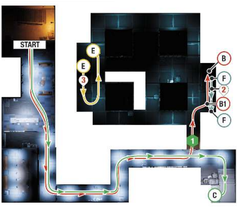

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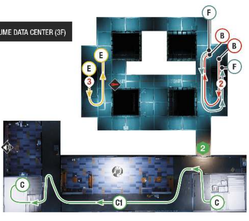

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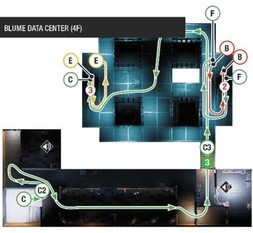

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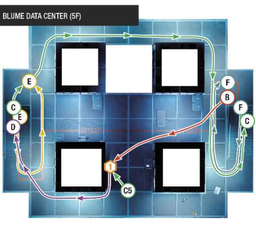

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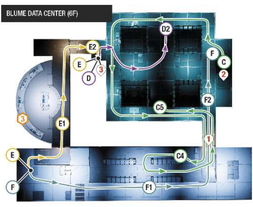

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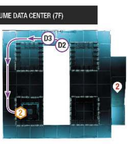

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HELLO WORLD

1. Operation—From The Outside, In

OBJECTIVES

- Infiltrate the Data-Center.

LOCATION

- ctOS Data-Center, north Yerba Buena, San Francisco

PATHS TO COMPLETION

(A) Begin by climbing the AC units in front of you **(A.1)** and jumping across to the ladder. Climb to the long roof, where a series of metal AC vents provide some cover. Your first Umeni Security Guard is at the opposite end of this roof. Neutralize him to proceed. You can:

1. THE CHOKE'S ON YOU

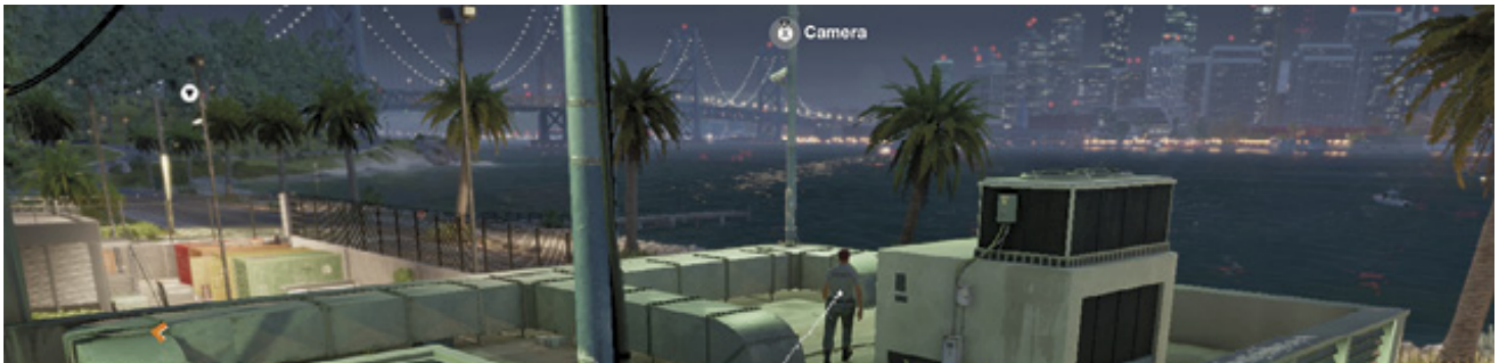
Watch the guard's patrol path as you move to cover. Hide behind the large AC vent box, then approach him from the rear and choke him until he's unconscious.

2. A SHOCK ON CUE

Produce the 2EZ Stun Gun from your Weapon Wheel, aim it at the guard (the aiming dot turns red) and fire. The foe spasms and topples over.

3. BEAT HIM BLACK AND BLUE

Charge the guard and attack him with your melee weapon (the “Thunderball”) until he falls unconscious. This is less stealthy, and the alarm may be raised if you’re not fast enough.



4. AVOIDING THIS CREW

Ignore the guard completely and take the stairwell. However, you need practice neutralizing enemies, so this isn't a wise plan, since the guard may spot you when you're crossing the parking lot.

TAKEDOWN TACTICS

The previous demonstration shows the sheer variety of ways you can approach every encounter with enemies throughout your operations. Naturally, this guide cannot show every version of every type of tactical plan, but the most optimal for Ghost, Trickster, or Aggressor play styles are detailed.

It's also worth knowing that your taser is an incredibly potent weapon thanks to its "one-shot takedown" ability when aimed anywhere at a foe. This includes armored enemies that can take multiple shotgun blasts to the head without falling. Use an Aggressor-style technique with the taser takedown first, followed by weapon execution. Read more about this in the "`Training`" chapter.

`Tasers` do have a drawback, though: They only put a foe to sleep, meaning you can't collect anything from them, and they wake up (alerted) after a while. This means on lengthy infiltrations, you can't remove all foes using `tasers` without them waking up and perhaps warning others. So check each enemy using `NetHack`; if they are "gray," they are neutralized. If they are "red," they are unconscious and can wake up. Do something to make their nap more permanent.

GETTING THE DROP ON YOUR FOES

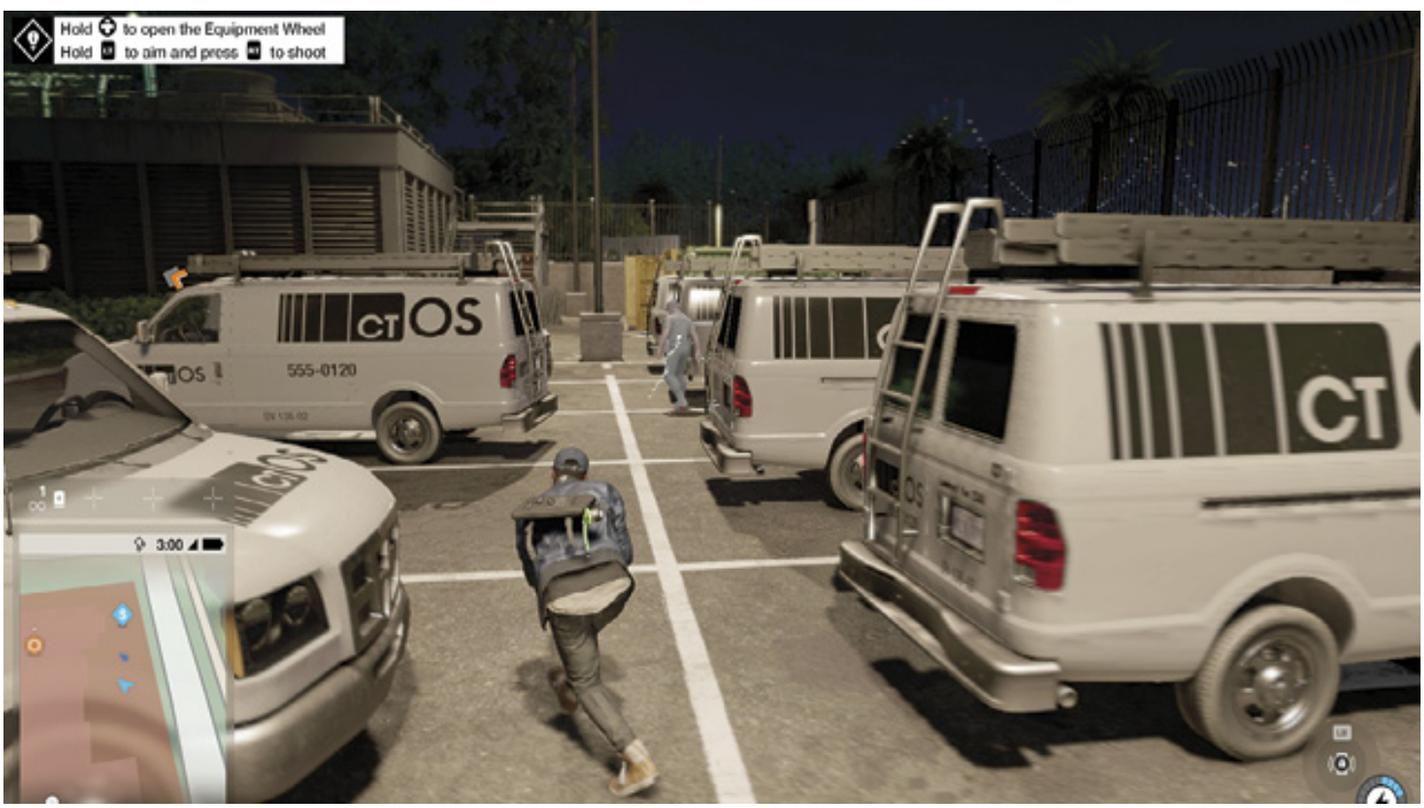
Even though you're usually able to pick up any weapon a foe drops, this operation requires infiltration rather than violence to solve most of your problems. Only valuables (almost always a small sum of cash) can be gathered from neutralized foes.

With the first guard disposed of, you can view the front of the ctOS Data-Center, where several vans are parked. Two more guards patrol this area. Reach the edge of the van parking lot.

Access the ctOS camera mounted above the long roof you just crossed and scan the grounds for enemies. You can also tag the guards with a red outline, making it easier to see where they are.

Take the metal stairs behind the large AC vent, and creep down to the edge of the parking lot. From behind cover at the corner, use your taser to bring down the nearby guard.

Leap over the roof vent and drop down (possibly injuring yourself temporarily) for a rough landing.



The access to the building's interior is on the opposite side of this parking lot **(A.2)**. As you can't hack the ctOS vans, stealth is required here. Try any of the following plans:

1. LIGHTS, CAMERA

Access the additional ctOS camera mounted on the pole across the parking yard, allowing full view of the area, the guards, and the route to the infiltration point.

2. MAINLY ACTION (A)

Hide behind the ctOS vans, watching the patrol paths of both guards. Step behind and throttle the first without the other one spotting you. Then move behind the second and complete the guard-choke plan. The coast is now clear.

2. MAINLY ACTION (B)

Remove both guard threats, but utilize your melee weapon (at close range) or taser (at range). Use this plan only if you accidentally step out in front of a guard or if you're spotted.

There's some slight variation to employ when reaching the infiltration point:

1. THE VAN MAN

Dart between the vans and cross the parking lot, using the vans as cover. Ascend the steps to the low roof.

OR

2. THE CREEPER

Hug the outer (right) wall, taking care to remove (or stay away from) both guards. Slip behind the cargo containers. Step around, climb up the orange container near the metal steps, and parkour onto the steps and the low roof.

OR

3. THE SPRINTER

Simply sprint across the yard, weaving between the vans to stop the guards firing on you. Dash up the stairs, and head back onto the roof.

Before you reach the low roof **(A.3)**, inspect one of the large open metal containers by the stairwell, since one contains your first collectible—known as a pickup. The type of pickup (in this case, cash) is indicated on your map.

Once on the roof, approach the electronic door and try to hack it. This door is locked by a closed-circuit terminal (CCT), which you can find by entering **NetHack** view and tracing the dataflow (red line) to its source—a red box on a wall above the roof. Climb up, unlock the CCT, and drop down to open the door. Enter the Data-Center.

TRAINING KNOWLEDGE

Consult the "Training" chapter for advice on these newly learned elements and techniques:

Entering a restricted area

Navigating and looking around

Sprinting, climbing, and jumping over gaps

Using cover, moving between cover, and exiting cover

Knocking out enemies

Opening the Equipment Wheel

Aiming and shooting a weapon

Using “Thunderball”

Accessing your Nudle Map

Accessing and toggling NetHack view

Locating collectibles

Profiling objects

Following dataflows and disabling (unlocking) CCTs

Opening hackable doors

Recharging BotNet

HELLO WORLD

2. Operation—The Future Is In Blume

OBJECTIVES

- Shut down the server tower.

After introducing two guards to your cue ball, check your surroundings. You are on Level 02. Look at the front desk and glass-walled conference room. Head to a locked electronic door. This one requires an access key (aka *access code*) in order to unlock.

Open **NetHack**, and look across to the main server floors. Cycle through the cameras, locating the one nearest the red Access Key icon, which is on a laptop. Hack and obtain the access key, and use it to open the previously locked electronic door.

1. TOGGLE AND TAG

Optionally cycle through the cameras, opening and closing **NetHack** and tagging any guards you find. These are now visible as you progress, allowing you to more easily maneuver toward them and avoid or neutralize them. This is a technique known as *scouting*. You can fiddle with the electronic doors, too, confusing these foes (as they react to the sound), though this isn't necessary.

Head down the corridor to the base of the stairwell. You can:

1. HACK ATTACK

Hack the electronic door to your left (Path 1).

2. STAY ON TRACK

Continue to the right, up the stairs (Path 2).

Either is fine to try, though the latter enables you to clear the office sections of the Data-Center and gather optional intel first.

☰ Infiltration Points

BLUME DATA CENTER (INTERIOR)

1 Gantry Entrance/Exit (Level 02):

This area offers immediate access to and from the server tower. Start removing guard threats and reach the objectives with haste. Guards are located on Levels 02 through 06.

2 **Gantry Entrance/Exit (Level 03):**

This area offers access to and from the server tower and the “globe” lobby. The lobby is usually devoid of foes, and has offices to check for audio files. It’s a safer way to explore upward to Level 04.

3 Gantry Entrance/Exit (Level 04):

This area offers eventual access to and from the server tower and the cubicle offices of Level 04, and the patrolling guard. There are some small security offices by this gantry, separated by glass walls, so don't run into them!

POIs and Objective Points

1 Gantry Entrance/Exit (Level 06)

This is only accessible after you enter the server tower platforms or head out from the server corridor contained here (after setting proximity traps using the Junction Box hack).

2 Northeast Server Room Stairwell (Levels 02–07)

Use this as an escape route or to ascend to the server room platforms. This doesn't go to the basement, so leap over the railing or use the opposite stairs.

3 Southwest Server Room Stairwell (Levels 01–06)

Use this to reach the network control room, and descend to the basement from here.

Access Key

Located on a laptop in Level 03. You already accessed this in order to continue through Level 02. The laptop has no additional function.

Audio Files

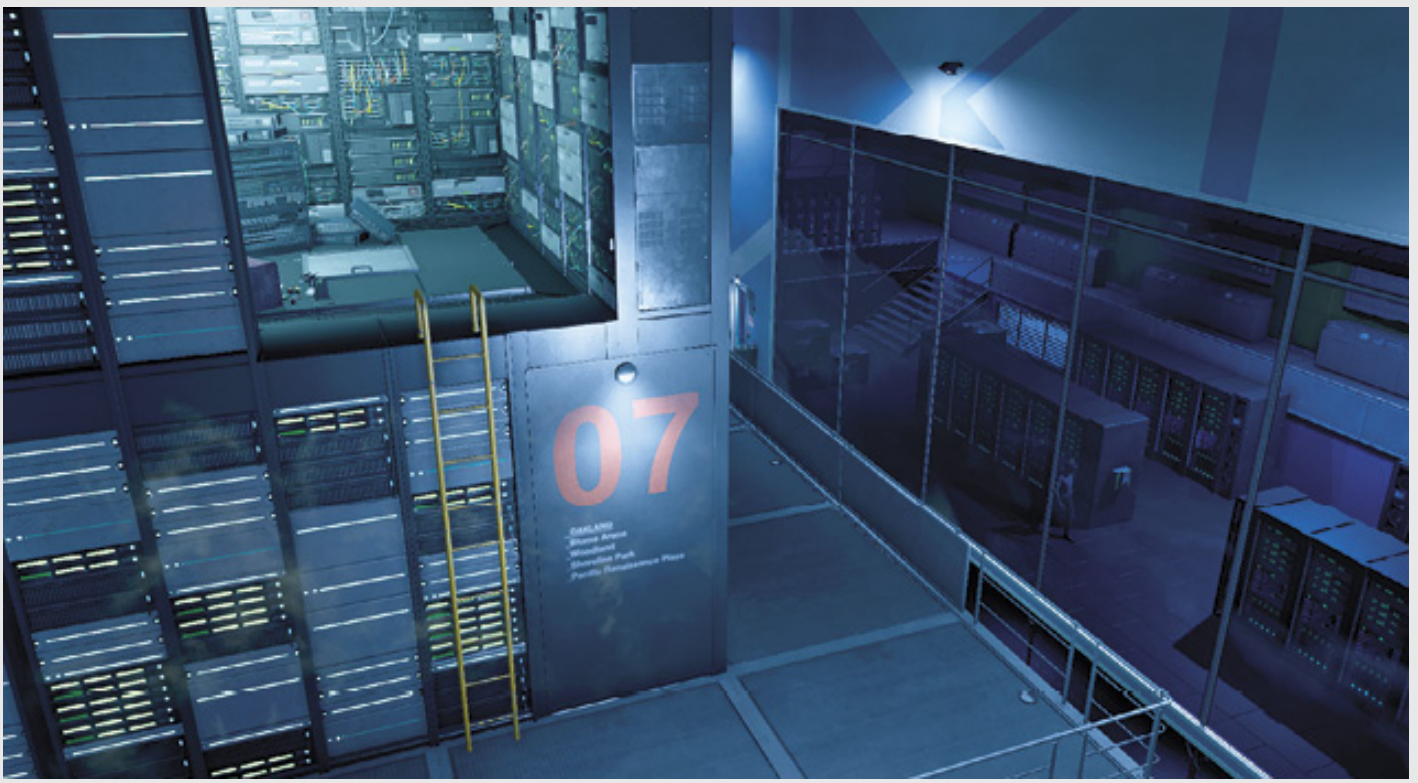
Look at the guide map to learn the location of these audio files, which you can hack from devices such as laptops and tablets. Devices with an audio file appear orange in **NetHack** view. Audio files grant you more knowledge of your current operation. They are only available during that operation and have no other function. In other words, you don't need to collect them.

Objective—Server Tower (Access Point)

You need to reach the rack stack on Level 05 (southern tower pillar) to start shutting down the tower. Note that the server tower has gantries and ladders at each level, so the platforms you're moving across are not the same for each floor. Also be aware of a "red line" path running from the gantry entrance/exit (Level 06) all the way down to the basement. Follow that route if you get lost.

Objective—Server Tower (Hot Aisle)

Above the access point, on Level 07 (southern tower pillar), is a ladder up to the “hot aisle” where you must undertake additional hacking.



Objective—Network Control

This large curved control room is on the western side of the Data-Center, on Level 06. You must access the digital help desk but only after you solve your first Network Bypass.

4 Objective—Server Tower Basement

After you maneuver through the two mechanical room chambers comprising this basement area, access the large air duct to exit this operation.

PATHS TO COMPLETION

B TOWER OF POWER

GHOST=90%, TRICKSTER=0%, AGGRESSOR=10%

RECOMMENDED

This offers the quickest route and fewest enemy interactions (providing you aren't spotted). Begin at Infiltration Point 1. Cross to the stairwell ahead and right of you **(B.1)**. Ascend three flights of stairs to Level 05 **(B.2)**.

TOWER OF POWER

This offers the quickest route and fewest enemy interactions (providing you aren't spotted). Begin at Infiltration Point 1. Cross to the stairwell ahead and right of you **(B.1)**. Ascend three flights of stairs to Level 05 **(B.2)**. You may have two opportunities to subdue guards on the way (or wait for them to continue their patrol). Once at Level 05, check for guards and head across to the server tower.

C NO TIME TO COWER

The most proficient way to search out and neutralize all guards, collect all audio files, and clear the Data-Center of foes without them being alerted is to head up to Level 03 **(C.1)**, move to the sofa near the Blume globe, and explore the vicinity. Hack the door at the corridor's southwest end, enter the office to the right of the stairwell, and hack the laptop for the audio file.

Climb the stairs to Level 04 **(C.2)**. Immediately turn left and hack the audio log through the window of the executive office. Face northeast, work your way through the cubicles, and bring down the guard here. Hack the door to the security office area and gantry to the server tower. Hack the laptop in the security office, then hack open the gantry door.

Step into Level 04 of the server tower **(C.3)**. Use the cameras to scout for all remaining guard locations. Choke out the guard ahead of you, then work your way up through all the floors to Level 06, methodically finding and throttling the guards. Finish the job by moving into the side server at **(C.4)** and finding the last guard in there. Then drop down off the balcony above the server tower **(C.5)** to reach the objective.

NETHACK NEWS

Keep periodically flicking from normal to `NetHack` views so you can more easily keep track and tag guards. Utilize the camera network to see the entirety of this multifloor chamber. You can plot a path to the mainframe too.

TRAINING KNOWLEDGE

Consult the "`Training`" chapter for information on the following elements and techniques learned between now and the conclusion of this operation:

`Profiling` objects

Access keys

Hacking cameras

Scouting enemies

Audio files

What to do when you're being detected

Alert levels and being spotted

Interacting with objects

Dropping onto guards

Network Bypass

Attracting nearby enemies

Proximity traps

Hacking junction boxes

When you hack the server tower, you begin to initiate shutdown. You can sit and wait for this to complete (while looking out for guards who start searching the area for the source of the hack), or proactively move to the next objective (even though it hasn't appeared on your map yet):

HOT STUFF

RECOMMENDED

As soon as the “Initiate Shutdown” bar appears, head southwest to the stairs **(D.1)** and ascend to Level 06. Head into the middle of this gantry platform, looking for the ladder to the north **(D.2)**, up to Level 07. Turn left at the top of the ladder **(D.3)**, moving clockwise around the catwalk to the ladder up to the hot aisle (objective). Climb this ladder, and hack the hot aisle.

ASCENDING WITHIN AREAS

When downloading something within a certain area (the circle on your minimap), feel free to head above or below the area if there are floors to traverse. As long as you’re within the circular cone of the area on your minimap, it doesn’t matter how high or low you are compared to where you’re gathering the data from.

OBJECTIVES

- Wipe your profile.

Once your hot hacking concludes, hop over the catwalk railing, above the gantry bridge into the network control room on Level 06. Enter the room, hacking the digital help desk. Whoops! That didn’t work! It’s locked, and hacking the security router to the left of it reveals why—there’s a Network Bypass to solve:

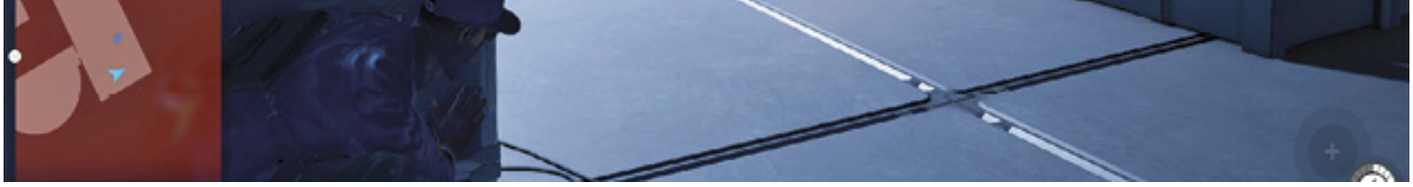
NETWORK BYPASS

```
1: Turn x3.

2: Turn x1.

3: Unlock. Puzzle complete.
```

OBJECTIVES

- Escape by the server tower basement.
- Escape through the ventilation shaft.

You are on Level 06. Guards have raised the alert, meaning you must exit swiftly. From your crouching position, create a proximity trap, then attract the attention of the suspicious guard so he inspects the junction box on the right wall. There are two other junction boxes in this side server room to test, too. Retrace your steps back into the server tower chamber.



At this point, you need to descend to the basement exit area of the server tower. Even if you've cleared the entire Data-Center of foes before, others have arrived, and the place is swarming with Umeni security. The following are some plans for surviving the descent, with the optimal path listed first.

E BASEMENT DESCENT

Head back into the network control room **(E.1)**, to the gantry and onto the southwest stairwell **(E.2)**. Wait for the guards to fan out across the area, then quickly descend the stairs to the basement **(E.3)**.

F BASEMENT DESCENT II

Head past the sunken server area **(F.1)** where you just electrocuted the guard at the junction box. Go out onto the gantry and to the northeast stairwell **(F.2)**. Descend while avoiding, dashing past, or tasing guards. At Level 02 (where the stairs end), hop over the lower railing to the basement, when you're above the concrete steps.

You can also climb down ladders and vault over railings to lower levels on the server tower, if you're fighting your way down to the basement.

BOXING CLEVER

Use junction box explosions in the side server room and throughout the server platforms to attract guard attention. Taser them as they enter through the electronic door.

SHORT SHARP SHOCK

Descend while employing your taser to neutralize all guards from range.

GRAB AND GURGLE

Descend while throttling foes or using the Thunderball to neutralize guards from close range, which is a little more daring and has a greater chance for guards to see you.

ENJOY THE VIOLENCE

Wade into the server tower, charging the guards without any semblance of stealth. Expect eight guard reinforcements and a greater chance of a violent end to your infiltration.

Watch for possible additional reinforcements on each floor you descend to. Continue down the stairwells to Level 05, following the red line on the floor to the stairwell down to Level 01 and the wall of fans. Enter the concrete-walled mechanical room close to your exit. Expect two more guards here. You can:

’TIS CONFUSION!

Use `NetHack`, scouting both guards and watching their patrol paths. Creep behind the first and throttle him, and tase the second guard.

SEE YA!

Otherwise, a combination of any other offensive techniques is also possible, including attracting guards by exploding the junction boxes here. You can also try sprinting directly for the exit point.

After reaching the giant extractor fan, you exit the Data-Center and meet the **DedSec crew** on the beach. An evening of celebratory drinks is called for.

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SWAG

Operation Overview

OBJECTIVES

- Install Nudle Maps on your Phone.
- Buy new Pants at the Clothing Store.

DIFFICULTY

REWARDS

Phone: Nudle Maps

DedSec Followers: 700

Research Points: 2

BRIEF

This is your new phone. You threw the other one in the ocean. Go get yourself something to wear. Then meet DedSec at the Hackerspace.

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SWAG

1. Operation—Lit Like Mardi Gras

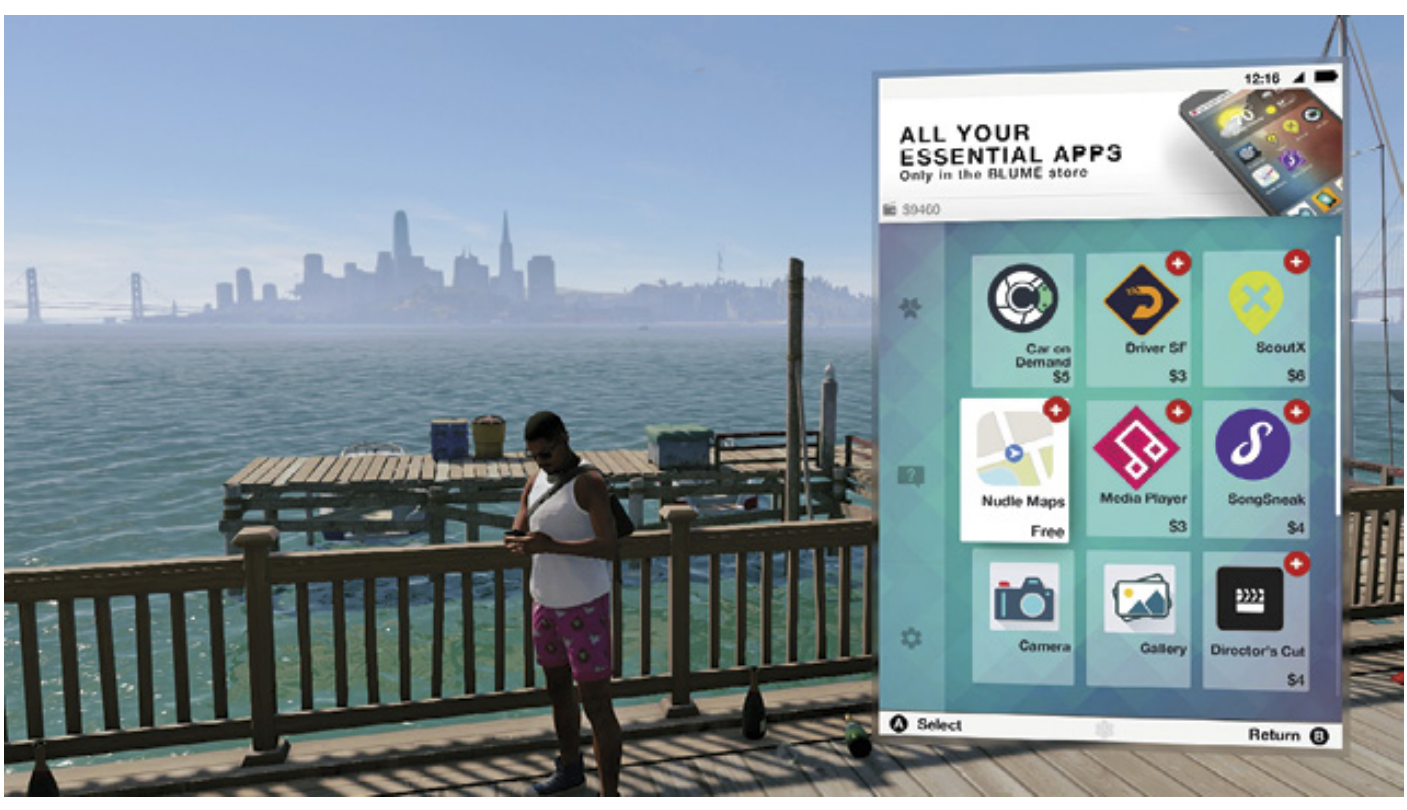
OBJECTIVES

- Install Nudle Maps on your Phone.
- Buy new Pants at the Clothing Store.

LOCATION

- Beach shack, Southern Marin

After leaving the shack where you hooked up after the party and listening to instructions from DedSec, survey the scenery, starting with your phone. Visit the App Shop on your phone, and download Nudle Maps (it's free). It's also worthwhile downloading all the other apps available on the Blume Store. Briefly check out these apps, as well as the Camera and Gallery apps already installed.



Zoom in and out and learn the rudimentary elements of the Nudle Maps before studying the nearby vicinity for a clothing shop or kiosk, as you're currently pantsless. There are places to purchase pants scattered throughout the Bay Area, and Marin County has a few to choose from (though certain kiosks may only sell T-shirts and caps).

HOOD RAT

A nearby shop to buy pants from is the Torque Rat Bike Shop in western Marin.

TRAINING KNOWLEDGE

Consult the "Training" chapter for advice on the following newly learned elements and techniques:

Using your phone

Installing apps

Car on Demand app

Driver SF app

ScoutX app

Nudle Maps app

Media Player app

SongSneak app

Camera app

Gallery app

Director's Cut app

Leaderboard

Know-It-All

Game options

Ubisoft Club

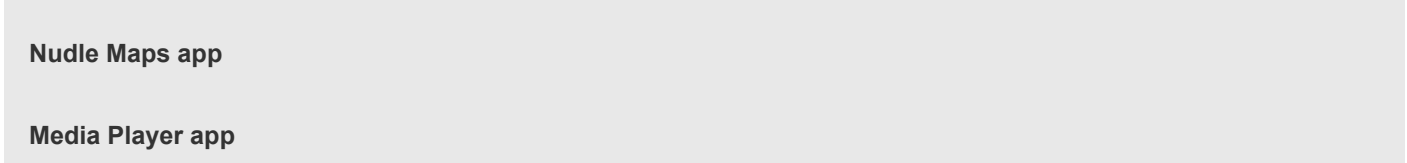
Ubisoft Club Challenge

World and Activities: Clothing Shops and Kiosks

Key data areas to investigate

Fast-Travel

CABIN BOY



Or, if you prefer the nautical look, there's a Yacht Club Kiosk close to your current location, northwest along the shore, at the yacht club.

After the pants purchase (you only need purchase "bottoms" rather than an entire ensemble), the Hackerspace to meet at is revealed. The next operation begins automatically. You may want to head to the Hackerspace to update your phone, so you can receive operations from DedSec, before trying any free-roaming activities.

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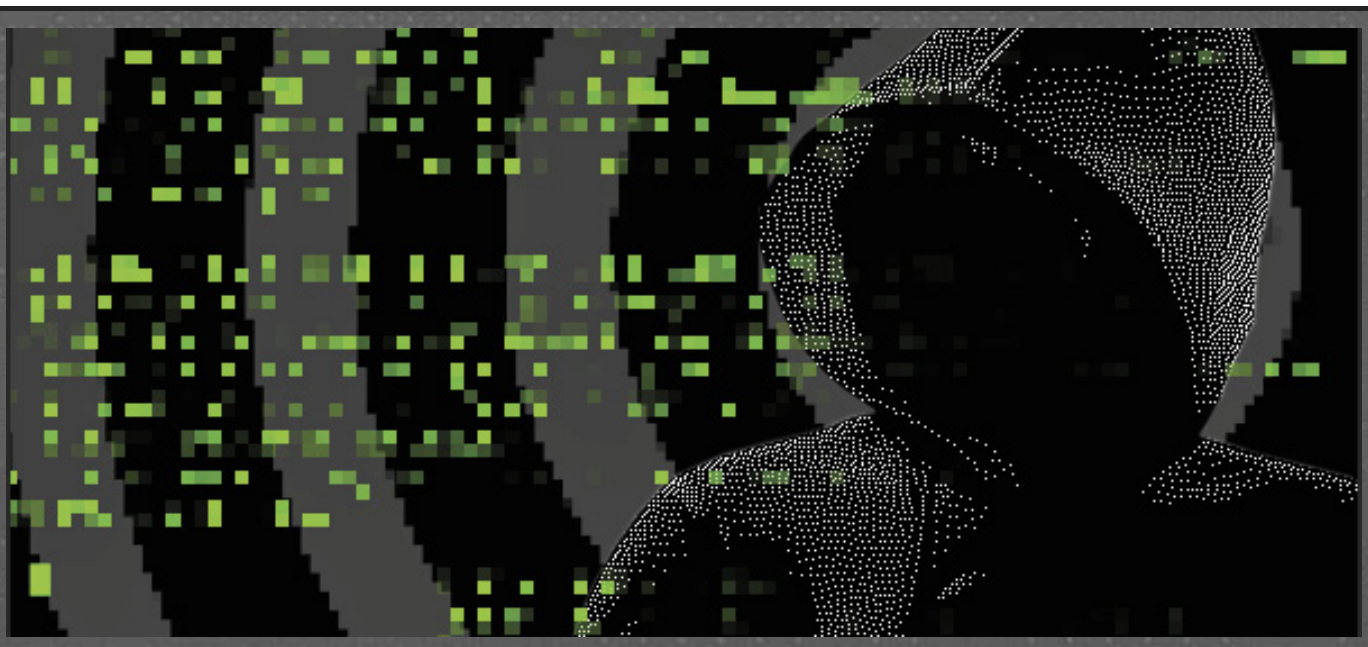
PLUG AND PLAY

Operation Overview



OBJECTIVES

- Reach the DedSec Hackerspace.
- Talk to Wrench.
- Unlock a Skill using the ./Research app.
- Talk to Wrench.
- Print the `RC Jumper` and any weapon.

DIFFICULTY

REWARDS

Phone: ./Research App First, ./Research Skill (Ability)

Phone: `DedSec App`

Tools: `RC Jumper`

Weapon: 4N00bs Pistol

BRIEF

Head to the Hackerspace near Mission Dolores Park; DedSec has some upgrades to show you.

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PLUG AND PLAY

1. Operation—Gary's Games & Glory

OBJECTIVES

- Reach the DedSec Hackerspace.

LOCATION

- Clothing kiosk, Marin.

Bring up your Nudle Map, and look for the Hackerspace marked just northwest of Mission Dolores Park, in San Francisco.

RIDE OR DIE

Add a waypoint to provide a GPS route to this location, which shows a safe (but not always direct) route to an objective. Then locate a vehicle nearby (stealing or hijacking one are both viable options), and drive it to the Hackerspace. You could also try using a boat, which is quicker and offers excellent views.

ON THE FLY

Or simply Fast-Travel to the Stache & Vine clothing shop, which is only one block southwest of the Hackerspace. Then drive or stroll there.

Enter the games store known as GG&G (Gary's Games & Glory).

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PLUG AND PLAY

2. Operation—I Know Kung Fu

OBJECTIVES

- Reach the DedSec Hackerspace.
- Unlock a Skill using the ./Research app.

LOCATION

- Hackerspace (DedSec HQ), Mission Dolores Park, San Francisco.

Head inside, moving to the back of the shop and into a storeroom. Open the security door by hitting a button. Step through, and descend into the basement of DedSec's operations.

Head inside, moving to the back of the shop and into a storeroom. Open the security door by hitting a button. Step through, and descend into the basement of DedSec's operations. After an enthusiastic greeting, you're free to inspect the HQ. Then talk to Wrench, as he has a DedSec Research app to install. Access your phone and the "./Research" app, and select the following:

COOL CONTROLS

Choose "Remote CTRL" from the Skill Wheel. You've already acquired enough Research Points to unlock the Environment RCs skill, allowing remote control of forklifts, scissor lifts, and cranes. Remember to press and hold to obtain this skill! Why choose this? Because this branch of the skill tree eventually unlocks the Enhanced Spring for your Jumper, which is one of the most useful abilities you'll ever use.

OTHER RESEARCH GOALS

There are other options, too, as well as other skills that require Research Points and Key Data points to be unlocked (the former of which occurs after Operation completion, as well as searching the Bay Area). However, if you've managed to acquire this data, feel free to unlock as many additional skills as you like. It's usually better to start collecting this data once Main Operation: Walk in the Park has concluded, and you have your full complement of apps.

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PLUG AND PLAY

3. Operation—The Arnie Of Printers

OBJECTIVES

- Talk to Wrench.
- Print the RC Jumper and any weapon.

Speak with Wrench again. He seems particularly excited about the 3D Printer you're now able to access. It can create both RC drones and all of your weaponry.

USING THE 3D PRINTER

Now that you can access the 3D printer, there are some important things to note before using it:

The two available slots, one of which is filled when you complete the objective and choose the 4N00bs Pistol (or any other weapon if you have the funds to make it).

The additional weapons this machine can create, providing you have the funds in your wallet.

The statistical data for each of the 3D Printer weapons, at the bottom of the readout.

The two slots for the RC drones (Jumper and Quadcopter) and the costs involved in creating both of them. It's worth purchasing these sooner rather than later, so why not take on some optional jobs?

Now that you have both a stun gun and a pistol in your arsenal, you're given instructions to meet Horatio,who talks about the crew and the rival Prime_Eight gang. You should also look around the Hackerspace (especially in NetHack view), as there are collectibles you can gather once you have both drones with improved abilities.

TRAINING KNOWLEDGE

Consult the "Training" chapter for advice regarding the following newly learned elements and techniques:

Adding waypoints and toggling filters on Nudle Maps

Stealing and hijacking a vehicle

Police calls from the public

Driving and traffic

3D Printer

Paint jobs on RCs and weapons

Changing clothes bought in clothing stores using the wardrobe

Saving your progress using the bed

Using the Research app and unlocking skills

Obtaining Research Points

Finding a co-op partner and performing Co-op Operations

Assisting nearby DedSec allies

Joining cops to hunt down rivals

Stealing data from rival hackers

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PLUG AND PLAY

4. Operation—Follow Me

OBJECTIVES

- Talk to Horatio.
- Visit the Follower Wall.

Head over to speak to Horatio, who fills you in on Josh (who's on the spectrum and doesn't speak much), and Sitara, who's waiting at the Follower Wall. But Horatio's main concerns stem from running ops against rival hacker gangs, like those allied to Prime_Eight. You're free to start DedSec Events and other online activities as soon as you leave the Hackerspace.

Speak to Sitara at the Follower Wall. It keeps track of how many people download the **DedSec app** and the processing power DedSec has because of this. Speaking of which, Sitara downloads the app onto your phone. This is the last and most important of the apps you'll use, as it keeps track of active DedSec operations and updates when there's a new operation to start. When it's ready, open the app, click the suggested op, track the mission on your phone, and hit the park outside to test it. "New Operation Available" subsequently appears.

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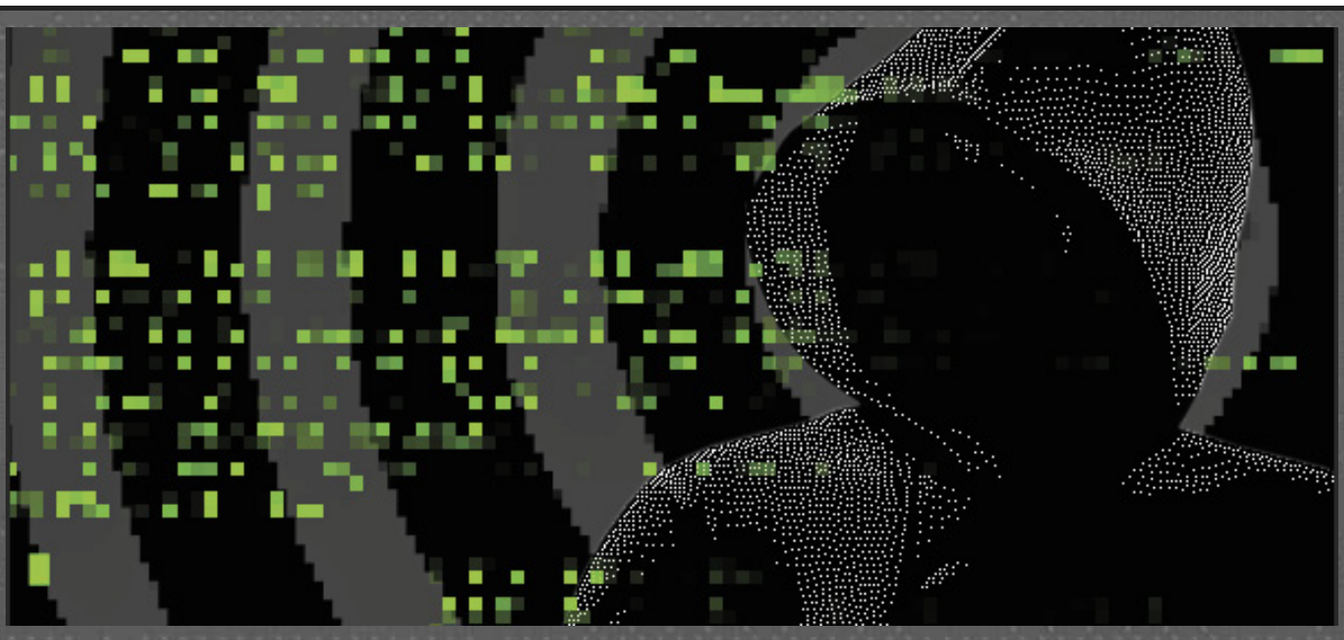
WALK IN THE PARK

Operation Overview



OBJECTIVES

- Use **DedSec app** to track the new mission.
- Reach the Mission Dolores Park.

DIFFICULTY

BRIEF

It's up to you to raise DedSec's notoriety in **San Francisco**. The more exposure DedSec has with their ops, the more **botnet** they'll have to power their operations.

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WALK IN THE PARK

1. Operation—Hello World

OBJECTIVES

- Use DedSec app to track the new mission.
- Reach the Mission Dolores Park.

LOCATION

- Hackerspace (DedSec HQ), Mission Dolores Park, San Francisco.

Exit DedSec HQ, and cross the road to the park. You're told to profile everything around you—people and devices—and see what you can pull from them. Wrench is also keen on you finding components to help with research such as BotNets. Not sure how to properly profile? Then consult the "Training" chapter and gather intel and components from anyone whose details are color-coded blue. Feel free to engage anyone who'll talk to you in conversation, too, including a guy flying drones outside the park, in the neighborhood (find him using your Nudle Maps app).

Your main task is to turn on NetHack and locate the person of interest indicated by the orange glow. While there's nothing to hack, meet the guy and speak to him; he's furious about Gene Carcani. After the rant, Sitara remembers Carcani as the guy on TV laughing about raising the price of leukemia medicine. Apparently Bobo's in town, and Carcani has offered millions to keep the album all for himself. Bobo isn't going for it. At least, not the real one… This operation concludes, but it unlocks an optional side operation.

TRAINING KNOWLEDGE

Consult the "Training" chapter for advice regarding the following newly learned elements and techniques:

DedSec app

Gaining Followers

Profiling people

Profiling devices

Talking to people

MISSION & PROGRESSION

You can now fully discover the Bay Area. It is worth attempting some activities and learning habits while you explore, such as:

Opening NetHacks everywhere to locate rewards and spot DedSec operations.

Exploring every area of interest you come across, as there's always something to discover.

Searching restricted areas, as they often contain money bags, Research Points, clothing, and other collectibles.

Locations of interest, once discovered, are noted on your Nudle Maps app. Note some areas may need to be revisited once you have better tools or skills at your disposal. But every area of interest is noted in this guide!

Remember you have other activities, such as the Driver and ScoutX apps, to play around with, too.

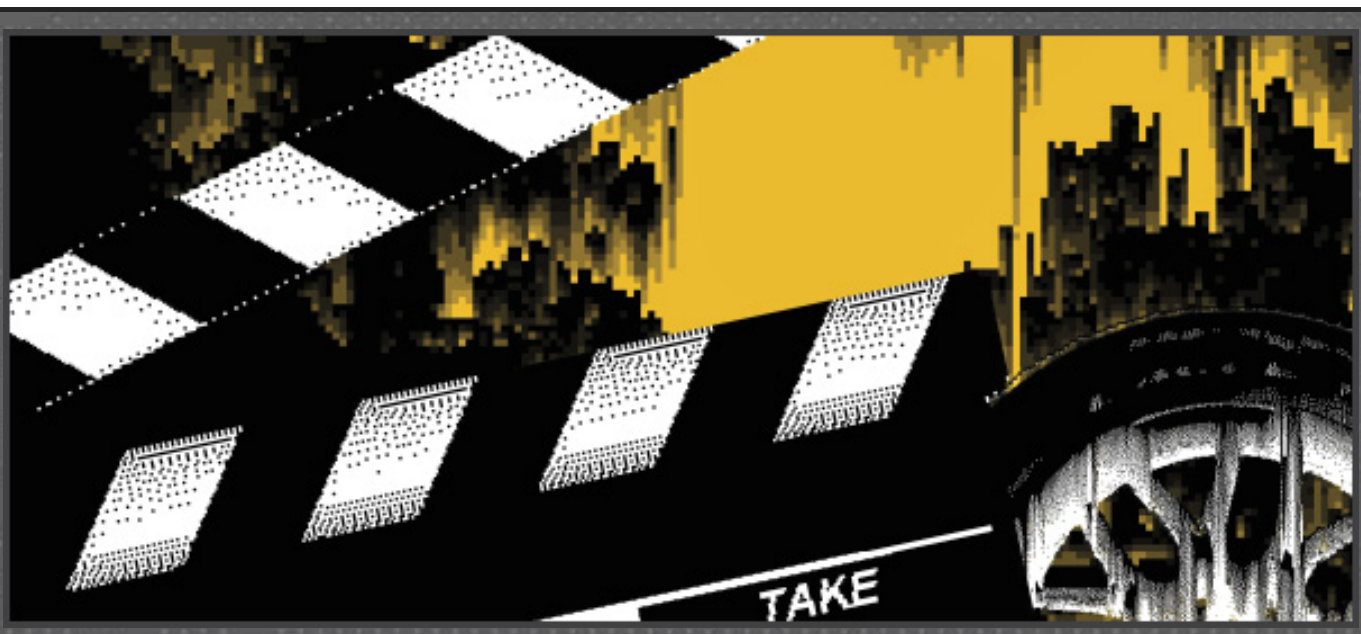
SPECIAL UNLOCKS ACQUIRED

Check your DedSec app; there are Main, Side, and Online Operations. Check out the following:

Main Operation: Walk in the Park is complete (and grayed out).

CYBERDRIVER

Operation Overview



OBJECTIVES

- Watch the movie trailer at the Hackerspace.
- Drive to HMP Studios.
- Hack into HMP's Studio 3.
- Steal the movie script.
- Download studio emails.
- Leave the area.
- Meet with the paparazzi.
- Steal the car.
- Lose the police.
- Drive the car to Wrench's garage.
- Meet with Wrench.
- Perform the stunts remotely.

DIFFICULTY

SPECIAL UNLOCK REQUIRED

In order to access this, Main Operation: `Hello World` must be completed.

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CYBERDRIVER

1. Operation—Hack And Run

OBJECTIVES

- Watch the movie trailer at the Hackerspace.
- Drive to HMP Studios.
- Hack into HMP's Studio 3.
- Steal the movie script.
- Download studio emails.
- Leave the area.

REWARDS

DedSec Followers: +30,000

BRIEF

Hook Motion Pictures (HMP) has released a trailer for a new action thriller: **CyberDriver**.

HOSTILES

- Umeni Security Corps

LOCATIONS

- Hackerspace (DedSec HQ), Mission Dolores Park, **San Francisco**
- HMP (Hook Motion Pictures) Studio, **San Francisco**

HOOK MOTION PICTURES STUDIO:
EXTERIOR AND LEVEL 1F INTERIOR
START
A
B
A1
A2
A3
B5
B
B
B
B
B1
B
1
2
3
S

HOOK MOTION PICTURES STUDIO: 2F INTERIOR
B
A3
B4
B
A5
B3
B
A4
B2
B
2

When you wish to start this operation, activate it on your **DedSec app**, return to the Hackerspace, and watch the trailer with an overly excited Wrench. After the trailer drops, it's agreed that it needs more than a little work, and the cheesy dialogue and talking car aren't going to help the movie. Exit the Hackerspace, locate any vehicle you wish, and drive to the HMP Studio front gate, hack the gate, and drive to the studio warehouse itself. Check the area for valid infiltration points:

☰ Infiltration Points

1 Unloading Gates (Southeast):

This is the main entrance, which offers the widest entrance and the most opportunities for being spotted. Note the **CyberDriver** truck parked at the main garage entrance. You can sneak through at this point, or you can use the scissor lift, climb onto the roof of the attached building to the left, and hack the door to an upper catwalk.

2 Low Roof Deck (Southwest):

Take the scissor lift from Infiltration Point 1, or the lift parked on the grassy trail to the northwest. Drive it to the low connecting structure at the courtyard with the giant HMP sign. Raise the lift and hop onto the low roof deck. To the northeast is the redbrick movie studio and a locked security door. Scan the room for patrolling guards (**NetHack**), then drop in your **RC Jumper**. Move the **RC Jumper** to the CCT and hack it to unlock the door. Then infiltrate.

3 Back Door (Northwest):

Don’t overlook this security door, which is easily hacked, to the rear of the building. It allows you to surreptitiously maneuver into the main ground floor stage area, offering good access to the objective points, the access code on the laptop near the subway carriage, and hiding places behind some pallets.

POIs and Objective Points

Access Key

The single access key is located on a laptop on the green-screen subway stage. It's reasonably difficult to reach on foot, so hacking it remotely (cycle through the cameras to the one on the rails by the subway, and then remotely move it along the rails until you see the laptop with the access key) or using a drone is the best way to retrieve it. Use it on either of the locked doors to the movie script room. Note there's an open door to the room, too, so the access key isn't a mandatory item to obtain.

Closed-Circuit Terminal

The CCT is located in the small production hallway near the studio emails data container objective. It allows you to hack the two doors (one exterior at Infiltration Point 2, the other an interior door on the southeast wall leading to the gantry balcony). However, the only way into the production office (southwest) is via the unlocked door on the room's northwest side.

Collectible

This bag of cash is located atop a planter, which is accessible from Infiltration Point 2. You need to physically pick it up using the `RC Jumper` or your own hands.

Movie Script

This is on a tablet inside a locked room, which requires an access code to enter. You must use the access key found on the laptop on the upper green-screen subway gantry section of the set, along the northwest wall.

Or, you can use your **RC Jumper** at the ground grate under the wooden stairs, just left of the locked room door (if you're facing north).

- Use the access key found on a laptop on the green-screen subway section of the set, along the northwest wall.
- Open the pair of double doors (which don't require the access code) under the large "theater" awning part of the set.

Studio Emails

These are held in a production office along the southwest interior perimeter (upper level). This office has two interior doors (one unlocked via a simple hack) and can be accessed in a number of ways:

- Via the stairwells on either side of the office (ground floor).
- Via the stacked wooden crates, scaffold, or pallet stacks (ground floor), using parkour and sprinting.
- Via the ladder to the gantry in front of the production office.
- Via Infiltration Point 2, assuming an **RC Jumper** hacks the CCT so you can enter.

The room with the hard drive containing the emails has a single entrance and is easily accessed either on foot or by using an **RC Jumper**—maneuver it through either the open door or through the wall access near the trash can and dining table.

There are numerous methods of completing the objectives (which can be attempted in any order) inside this movie studio set. The following options range from optimal to less than subtle. Don't forget you can use the on-set police vehicles to flee the scene; it's the only time you can drive them during this adventure!

A MOTION UNDETECTED

This gathers both objectives with minimal interactions. Enter at Infiltration Point 1 (ground floor). Creep right, behind the stage set, to the warehouse's eastern corner. Move to the corner of the script room, just right of the locked door **(A.1)**, and throttle the first guard when he returns on patrol and rounds the corner. Quickly follow a second guard, who heads down the scenery stairs to your right. Then you can:

Then you can use **NetHack** and cycle through the cameras to remotely hack the access key (via the camera on rails behind the subway car, assuming you've unlocked the **Remote CTRL** > Environmental RC skill). Then unlock the door and download the script.

Or, simply sneak onto the stage below the theater awning (A.2), hack the double doors now you have the access key, and head into the locked room to access the movie script.

Move to the ladder in the building's eastern corner, and climb it to the gantry **(A.3)**. Move along above Infiltration Point 1, and creep around to the structure's south corner; then use **NetHack** to locate guards near the production office. Crouch down at the corner of the office on the gantry **(A.4)**, just right of the locked door, which requires the CCT unlock. Wait for a patrolling guard to head your way, and drop him. Do this at the corner, away from the gantry balcony, so others don't see you.

Continue around the gantry, passing the production office windows and seeking cover by the hackable door into the office **(A.5)**. A guard may exit this office; throttle him at the door threshold, or enter the production office (via the accessible door) and grab him in here. Access the email server data container, then unlock the CCT and escape via Infiltration Point 2.

B COMMOTION UNDETECTED

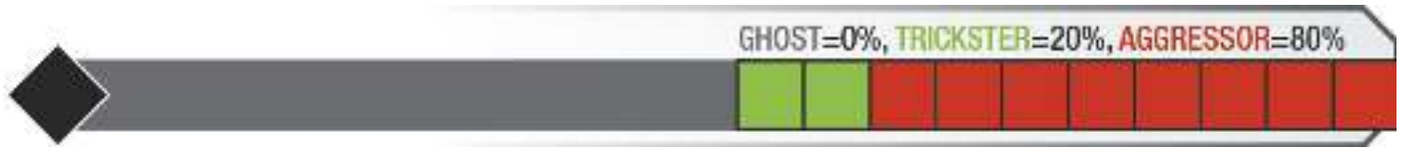
This removes all the guard threats in silence: Enter at Infiltration Point 1 (ground floor), and head left, scanning for the hostiles on the ground and the balcony. Turn left, and locate the first guard among the crate stacks **(B.1)**. Take him down with a tase or a throttle (the Thunderball attracts too much attention, so remain stealthy to avoid automatically using it). As always, optionally kill each guard afterward with a silenced weapon.

Climb the stairs to the production office, move past the locked door, and wait at the corner for the guard patrolling on the gantry to pass the windows. As he nears the corner, step out and strangle him **(B.2)**. Pass the production office windows, drop to the ground, and subdue the guard patrolling the western ground area. Use the stacks of wood and pallets as cover.

Climb the stairs to the northwestern side of the production office **(B.3)**. Open the hackable door of the production office. Quickly step in and throttle the guard before he can react. Hide so the next guard doesn't see you. Sneak along the gantry toward the area above Infiltration Point 3, up the steps to the subway carriage **(B.4)**. Throttle another guard, if one presents themselves in your vicinity. Pass by the subway, hacking the laptop for the access key as you go.

Drop down in the northern corner of the green-screen area **(B.5)**. Turn and tase the guard patrolling the roof of the movie script room. Drop down, sneak around the room's perimeter, and throttle the last guard standing by the southeast door into the movie script room. Next, simply complete each objective in whatever order you wish and leave. This path allows you the satisfaction of clearing the entire area of hostiles.

COMMOTION DETECTED



If you need a more violent fix, enter via Infiltration Point 1 (use the scissor lift and enter through the hackable door above and left of the main entrance). Remain on the upper gantry so you have the height and protection advantages before bringing your favored **weapons** to bear on the hapless security. This isn't subtle, but it gets the job done. Expect reinforcements, but remaining mobile and taking up defensive positions at the subway carriage or atop the theater awning allow you to remove threats without being overrun.

Vehicles aren't recommended for this mission, but you can weave your way into the warehouse on a bike, or back in the **CyberDriver** truck to use it as cover or to climb to the gantry. However, chaos usually ensues afterward.

Remotely controlling the vehicles (assuming you have the Vehicle Directional Hack skill) parked inside the warehouse, and ramming them into the guards, or hacking the explosive grenades some guards are carrying are also amusing diversions; this can be done using your Quadcopter or the remote cameras while you remain safe (and you can even stay outside the restricted area!).

DRONE EXPECTED

Need to remain by the studio gate, allowing for an easy getaway? Your **RC Jumper** is excellent for maneuvering into the production office to download the emails (use **Path A** to reach there). However, your Quadcopter can complete the email hack without you even being on the premises! Simply fly it through Infiltration Point 1, open the double doors below the theater awning, fly into the room, and hack the tablet, and you're done. The Quadcopter is also great at priming the junction boxes and transformer vaults dotted around, though this can be done via `NetHack` and cameras.

Once you meet the objectives, flee the movie studio in any direction you wish. Sitara updates you with news she's contacted a paparazzi with information on where the `CyberDriver` car may be stored.

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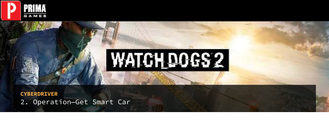


CYBERDRIVER
2. Operation-Get Smart Car

OBJECTIVES

- Meet with the paparazzi.
- Steal the car.

REWARDS

DedSec Followers: +30,000

BRIEF

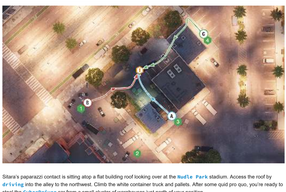
Next plan! Meet with Sitara's contact to find the car.

HOSTILES

- Umeni Security Corps

LOCATIONS

1. Building roof, one block northwest of Nudle Park,San Francisco
2. Cordoned-off parking lot structures, just north of Nudle Park,San Francisco



Sitara's paparazzi contact is sitting atop a flat building roof looking over at the Nudle Park stadium. Access the roof by driving into the alley to the northwest. Climb the white container truck and pallets. After some quid pro quo, you're ready to steal the CyberDriver car from a small cluster of warehouses just north of your position.

Infiltration Points

Though the SFPD have some vehicles parked at this location, only four Umeni Security Guards stand between you and the vehicle pilfering.

1 Police Line: Do Not Cross:

The southwestern part of this restricted area (closest to your position from the paparazzi) has some parked police vehicles and warnings to keep away. Though this isn't the easiest intrusion spot, it's still a lot easier to neutralize the guard outside the black metal fencing and step through the open gate with a modicum of stealth.

2 Parked Trucks and Ladder:

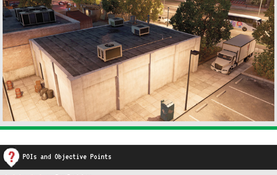
An even easier spot to maneuver to is the cluster of vehicles to the south. There's a ladder up to the low roof of the small south building. From here, simply rush the objective, or creep around and remove any threats first.

3 Open Fence (Southeast):

Though you need to loop around to reach this spot without entering the restricted area, this is the easiest place to enter from. The single guard is easily neutralized, as part of Path A.

4 Northeast Warehouse Roof:

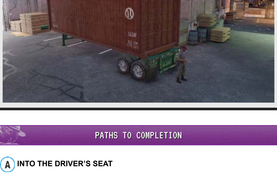
The HMP trucks, scissor lift, or one of the parked vans enables you to enter the restricted area anywhere along the metal fence by the main road, or better yet, onto the roof of the warehouse north of the objective. This is also the spot to rain death down on your foes if you're an aggressive sort.



POIs and Objective Points

CyberDriver Car: Container

Access the vehicle you're here to steal via the latch on the back of the parked container. However, only Marcus can interact with the latch.



PATHS TO COMPLETION

A INTO THE DRIVER'S SEAT

GHOST=80%, TRICKSTER=0%, AGGRESSOR=20%

RECOMMENDED

Head in from Infiltration Point 3, taking the guard from a distance or distracting and throttling them. Ignore the remaining guards and access the objective after creeping there.

B TASING IS PRETTY NEAT

GHOST=90%, TRICKSTER=0%, AGGRESSOR=10%

RECOMMENDED

Of course, you can enter from Infiltration Point 1, strangle or taser the guard outside the fence, then creep and strangle the guard just inside the open gate; then strangle the foe by Infiltration Point 3 and finally the one just north of the objective. This way, everyone is down before the objective is met.

C TO THE ROOF FROM THE STREET

GHOST=70%, TRICKSTER=0%, AGGRESSOR=30%

RECOMMENDED

But an arguably more entertaining plan is to use the HMP truck parked near Infiltration Point 4 to drive to the warehouse wall. Use it to climb onto the roof, then look down at the foe near the objective. Tase the enemy, quietly clamber onto the CyberDriver container, and expertly tase the three remaining enemies.

BOMBS AT THEIR FEET

GHOST=0%, TRICKSTER=40%, AGGRESSOR=20%

Got a Quadcopter with the ability to drop explosive or electroshock devices? This open-air restricted area is the perfect spot for flying high and releasing the payload before detonating it. Couple this with transformer vault hacks from your drone and remove all four foes before the police arrive.

TIME TO MISTREAT

GHOST=0%, TRICKSTER=0%, AGGRESSOR=100%

Need to remove these guards with extreme prejudice? Then scale Infiltration Point 4, and cut down the foes from this vantage point, which offers good escape potential, height advantage, and easy access to the objective.

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CYBERDRIVER

3. Operation—Not So Smart Car

OBJECTIVES

- Lose the police.
- Drive the car to Wrench's garage.

HOSTILES

- San Francisco Police Department

Bursting out of the back of the truck, you're now fully in control of the CyberDriver vehicle. However, your Heat Level is 2, and the SFPD is on your tail. Lose them!

CUTTING OFF TAILS

There are multiple methods of removing pursuers when you're being chased, and the "Training" chapter has all of the optimal ones covered. The Auto-Takedown skill is useful here, but even if you haven't unlocked it, try creating proximity traps as you're driving past Steam Pipes so chasing cars explode as they reach the trap you've set.

In this particular situation, try one of the following:

- Make your way to the Transbay Center, drive up the green pedestrian stairs, find a garage to open, drive inside, and hide.
- Vary your height and remain under the freeway.
- Drive directly to Wrench's garage. Close the doors after you're hidden inside, and wait out the pursuers at the actual objective point!

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CYBERDRIVER

4. Operation—Cyber Stunt Driver

OBJECTIVES

- Meet with Wrench.
- Perform the stunts remotely.

REWARDS

- DedSec Followers: +19,000+
- CHP-AAD
- Retro Cap

BRIEF

Lights! VR goggles! Action. DedSec's ready to show them what this car can really do in the hands of hackers.

HOSTILES

- Umeni Security Corps
- San Francisco Police Department

LOCATION

- 1. Wrench's garage, two blocks west of South Park, San Francisco
- 2. Key Data; underground garage, Embarcadero Center, San Francisco

SPECIAL UNLOCK REQUIRED

After completing a DedSec retooling of the CyberDriver car, you may be called upon to visit the Embarcadero Center and acquire Key Data. After that, return to the garage, and ready yourself for some remote control car action.

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MARCUS TAKE THE WHEEL

Driving a car remotely is exactly the same as driving one while sitting in the driver's seat. However, the CyberDriver vehicle has a few improvements that make it real pleasant to drive erratically around town.

It has infinite nitro boost (Engine Override Research skill; press to hold and initiate the nitro until you either need to slow down or the tailpipe emissions stop spurting green).

If you have the Vehicle Hacks skill, you can hack any traffic (ideally oncoming vehicles or those blocking your path) to automatically steer to the side. Do this at range and swerve around them.

When driving like a maniac, you have a series of archway checkpoint gates to reach within a set number of seconds. As long as you follow the route, you'll be fine.

Look ahead at least one gate so you can see gates that require a turn in order to line up properly. Can't see a gate? Then you may need to make a sharp corner turn!

Stay in the middle of the road so you can swerve left or right of obstacles (usually vehicles). Also remember you can smash through telephone poles and lampposts, but tree trunks are solid!

Need to be the very best? Shave seconds off your time by heading through the outer edges of each illuminated gate, if that allows you to make a quicker turn. Otherwise, stay in the middle during straightaways.

PATHS TO COMPLETION

A REMOTE CONTROL

There is only one way to remotely control the CyberDriver car through the streets of San Francisco, and that's to follow the route shown in the adjacent guide map. The following information shows what to watch out for at some of the key gates during the mission:

GATES 1-2

Gain speed, then boost and turn very slightly right just before the jump to line up for Gate 3.

GATES 3-6

Cut right on the grass. Watch for concrete obstacles. E-brake left at Gate 6.

GATES 6-10

Remain in the middle of the road and boost. Ease off the accelerator at Gate 10.

GATES 11-12

Watch for the concrete steps on your right, just before Gate 12. Slow slightly to avoid them, or you may mess up the racing line through Gate 12.

GATES 13-18

E-brake at the corners. Boost excessively! E-brake at Gate 15 and boost to the jump at Gate 17. Land to the right of the circular concrete sea defenses structure.

GATES 19-21

Head onto the sand, lining up for Gate 20 so you miss any concrete barriers. Drive up the concrete steps and fly over the building and hedges, lining up for Gate 21 without losing too much speed.

GATES 21-26

Remain in the middle, dodging trams and vehicles. Boost until you're a block away from Gate 26. Make a sharp left.

GATES 26-32

Do the usual e-braking and acceleration until you reach Gate 31. Line up slightly left of center for this gate as you drive through the pedestrian area.

GATES 32-FINISH

Accelerate and remain in the center of the road, thus avoiding any police barricades. Make a slight right turn as you launch from the ramp at Gate 35.

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FALSE PROFITS

Operation Overview

OBJECTIVES

- Meet Sitara at the Hackerspace.
- Meet Sitara at New Dawn protest.
- Download New Dawn's profile data.
- Leave the educational center.
- Escape.
- Interview Jimmy Siska.
- Meet Miranda by the beach.
- Steal the registry of occupants.
- Bust out Jimmy Siska.
- Meet Jimmy near the New Dawn Temple.
- Find the Sumerian tablets.
  - Get into the temple's basement.
  - Investigate the tablets.
- Escape the temple grounds.

DIFFICULTY

SPECIAL UNLOCK REQUIRED

In order to access this, you must complete Main Operation: `CyberDriver`.

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FALSE PROFITS

1. Operation—Newly Dawned

OBJECTIVES

- Meet Sitara at the Hackerspace.

DIFFICULTY

BRIEF

DedSec propaganda took a hit thanks to the Church of the New Dawn. Sitara's pissed but eager to come up with a retaliation plan.

LOCATION

- Hackerspace (DedSec HQ), Mission Dolores Park, San Francisco.

Return to DedSec HQ and speak to Sitara, who's furious that the Church of the New Dawn got the DedSec recruitment video killed on the big social media sites. After explaining to Josh what "cornhole" means, Sitara intends to target both the local New Dawn center and their biggest celebrity Jimmy Siska. She's certain some blackmail records are kept at the center, but she'll know for sure when you infiltrate there and find them!

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FALSE PROFITS

2. Operation—Sunday Schooled

OBJECTIVES

- Meet Sitara at New Dawn protest.
- Download New Dawn's profile data
- Leave the educational center.
- Escape.

DIFFICULTY

REWARDS

DedSec Followers: +30,000

BRIEF

DedSec's going to dig for dirt at New Dawn's recruitment center, starting with their celebrity shill, Jimmy Siska.

HOSTILES

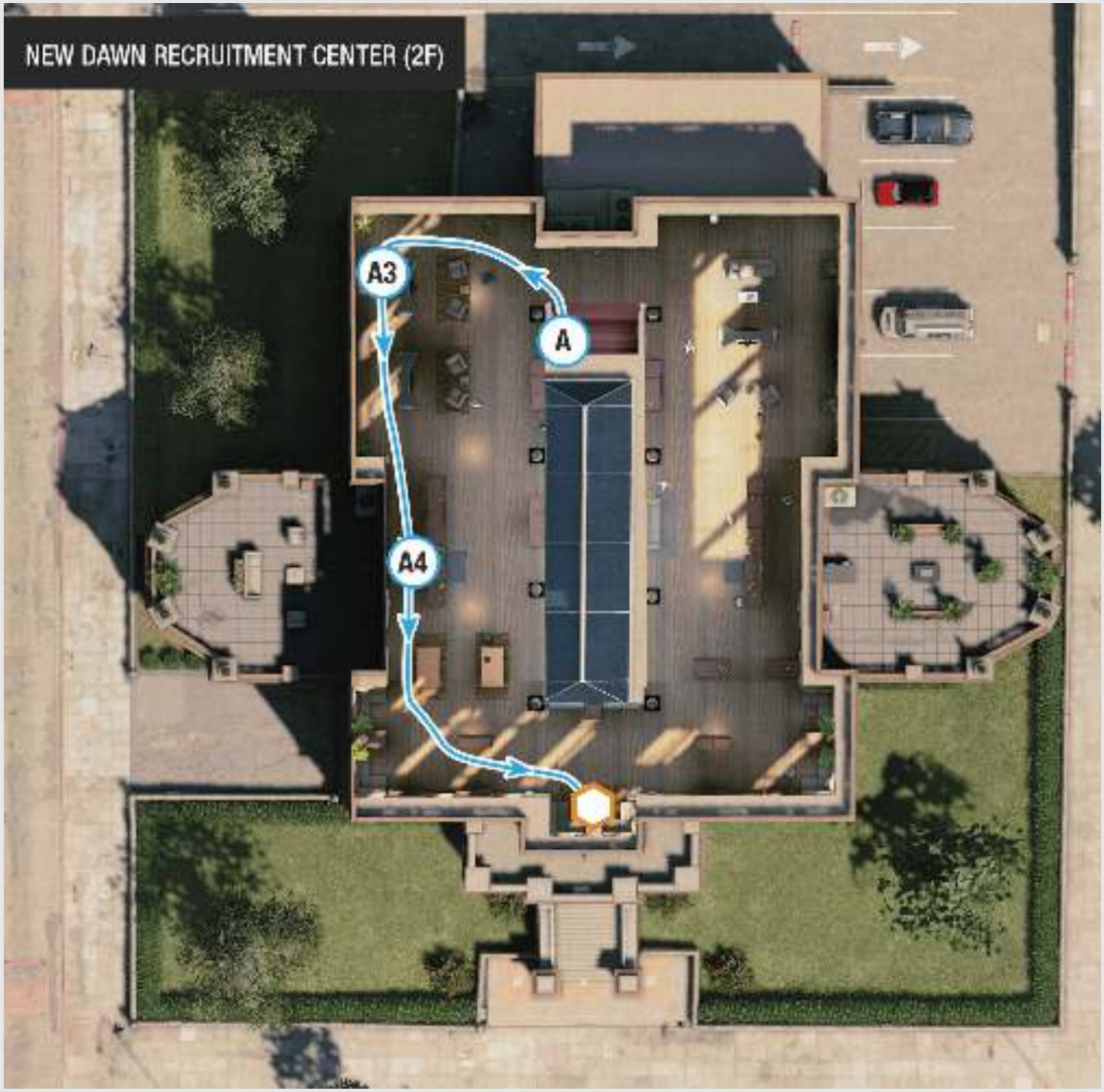
- Umeni Security Corps

LOCATION

- New Dawn Recruitment Center, north of Japantown, **San Francisco**

Leave the Hackerspace, and drive north to the recruitment center where Sitara and a group of **DedSec Followers** are picketing. She's causing the disturbance while you're here to infiltrate the place.

☰ Infiltration Points



1 The Front Door (South):

The usual spot for entering the building is also its most crowded. Though it’s important to obtain the access key from the front desk, using the Jumper. This is one of a few different infiltration points. During the download phase of this operation, you can wait here, as it’s within the radius of the download’s range and outside the restricted area, making it a much safer option.

2 3 Eastern and Western Balcony (Roof):

The jutting stone wings of the building each have a separate balcony above them, which you can access via the scissor lift. This is parked in the northwest corner of the New Dawn lot. Drive it to either location, and raise it up (with you standing on it) to the balcony. As long as you've hacked the access key, you can enter from here, accessing the upper floor first, much closer to the objective. Usually these are one of two possible exits, accessed once you hack the data container.

4 Ground Vent (East):

Notice the small vent in the parking lot, on the east and west sides of the building (east vent shown)? You can hack and open it, then send your **RC Jumper** (or Quadcopter) into the ground-floor office area of the building. Remotely sneaking around has its benefits (and drawbacks), but it’s much safer! It’s also the only way to reach the access key on the front desk.

5 Office Access (North):

IThe only exterior door that doesn’t require the access key is on the north side of the building. It allows access into the rear office area. This is a great infiltration point if you don’t want to nab the access key or if you want another exit to choose from. Watch for foes looking your way when you enter here, though.

POIs and Objective Points

Prior to infiltration, you have two important objects to familiarize yourself with:

Access Key

Approach the main doors, which are locked by an access code. Switch to **NetHack** view, and you'll see the access key on a laptop, but won't be able to hack it. So send your **RC Jumper** into the vent at Infiltration Point 4, then into the ductwork so it exits just behind the desk, easily hacking the access card, and allowing you to enter. Or, if you have the Quadcopter, fly it above the skylight on the roof, and find the laptop visible from here too, enabling a quick and easy hack. The laptop contains the access key you need to unlock the front and upper side doors (usually used during your escape). Then cycle through the cameras and scout all the guards on both floors of this building interior. Once this has occurred, you're ready to pick an infiltration plan!

Data Container

The objective is a data container sitting on a desk by a window along the south wall of the upper floor inside the building. It requires a “physical hack,” meaning either Marcus or the **RC Jumper** can hack it. Once hacked, a download begins, and you must stay within the radius of the download (shown on your minimap) for it to continue. Stray too far and the download stops. Continue to keep away, and the download resets and starts once you’re inside the radius again. Note that you can be below the data container and still within the radius, and the download still occurs.

PATHS TO COMPLETION

You’re in a relatively tight interior space here, with several New Dawn civilians milling about. If they start hassling you, distract or silently strangle them (assuming you want to keep gunfire as a last resort).

THE GREAT ESCAPE

It’s worth turning up here in a fast-moving vehicle (a motorcycle is ideal), and park it in a memorable location, like in front of the main steps, in case you need to make a quick getaway later.

A TIME TO CREEP

After obtaining the access key using the Jumper, enter from Infiltration Point 1. Move to the right corner of the divider, then take cover behind the couches **(A.1)**. Look at the marble stairs and transfer cover to the left bannister, then climb the stairs to the second floor. When you reach the central steps with the red walls, check for patrolling guards above. Stay on the left side

(A.2) and keep moving, and the guards may temporarily start to see you but will never be alerted.

Begin stealthily scurrying counterclockwise, and maneuver to the northwest corner **(A.3)**; crouch behind the metal TV divider. Work your way south, watching for two patrolling guards. Cross to the second TV divider. Then use cover behind the low bookcase and desk **(A.4)**. Cross to the right of the two tables, and hide behind the tall bookcases in the southwest corner. Move to the objective and hack.

As soon as the hack begins, guards become suspicious. Hack either of the side (east or west) exit doors, and sprint there instead of remaining behind the tall bookcase or by the dividers, as you're soon spotted. Dash onto the balcony, drop down, move to the front of the building (south; Infiltration Point 1), and gather the download data from this safe point. Then flee.

B GO TO SLEEP

Attempt to take out all the guards without causing them to fire at you or call for reinforcements. Do not delay the timing of these takedowns, as guards may be in different positions. As soon as you hack the laptop and access the locked door, switch to Marcus, and move to the reception area, make an immediate left, and hide behind the TV divider **(B.1)**. Watch the guard head in from the chapel area (northwest). As soon as he turns right (east), step out and strangle him between the two information dividers.

Immediately step up behind and strangle the guard at the reception desk (middle of the room). Innocents scatter but won't be a problem. Now head east, around the couch, and strangle the third guard in the "wing" of the building near the potted plant **(B.2)**. Turn and head north, using the doorway to the right of the stairs to enter the office. Look for the last guard on this floor, usually standing by the bookcases on your left. You know the drill—choke him!

Now head back to the reception area and take the stairs. At this point, it's worth arming yourself with the taser and stopping halfway up the stairs when the side steps merge (at the large stone bust). Access the camera above the stairwell, and scout the area, tagging all four guards. Remotely create a proximity trap, and coax a guard there. When he's zapped, the other guards move away from the top of the stairs. Join **Path A**, using the dividers as cover. Peek out, tasing the guards from relative safety. Then download the data before anyone wakes up.

NOT A PEEP

There's no need to set foot within the restricted area! Head to the top of the front steps, then stop. Don't hack the access key. Instead, produce your `RC Jumper`, and drive it to the ground vent to the east (Infiltration Point 4). Open the vent and scoot inside to the sofa area. Turn left, enter the lobby, and immediately jump right, over the stair rail and onto the stairs (or scoot around and up the stairs). Follow **Path A** to the objective. Hack it, then ignore the `RC Jumper`. Stand under the download radius and simply wait for it to complete.

A VIOLENT REAP

There are seven guards (four on the first floor, and three on the second). All can call for reinforcements. The church members may protest or occasionally push you, but they're harmless (though they can be attacked). Simply tag with a headshot each guard and any reinforcements that rush the front door. Mayhem ensues, but use the violent tactics to ensure you aren't outflanked. Rush to the top floor, so you have the height advantage.

You may also find it easier to quickly hack one of the side doors and head onto the balcony. Use that doorway as a choke point and to drop projectiles. Foes can only shoot at you through this doorway, and you can use the furniture on the roof deck as cover.

Another option is to coax a guard to one of the five junction boxes on the first floor (or two on the second) and then explode it when the guard is close. However, this alerts the remaining enemies and can cause panic.

TRAINING KNOWLEDGE

Consult the "Training" chapter for advice regarding the following newly learned elements and techniques:

Infiltration techniques, including hiding and being spotted by guards and how to avoid this

Targeting enemies that can call for reinforcements

Melee attacks

Violent tactics

Escape tactics

After interacting with the hard drive and downloading New Dawn's profile data, you let DedSec know Siska could be used as an ally, as he's in big trouble with his church, which is auditing him. You reckon you could pretend to be his auditor.

Once you're outside the center, locate the nearest vehicle and drive it out of the circle perimeter (indicated on your minimap). If you've been spotted, you may receive an additional objective—"Escape"—which requires you to flee from Umeni Security forces (and possibly the police if you've turned the recruitment center into a bloodbath). Normal Escape rules apply. Once you've left the center, the mission concludes and the next part of the operation starts.

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FALSE PROFITS

3. Operation—Mindf--k

OBJECTIVES

- Interview Jimmy Siska.

DIFFICULTY

BRIEF

DedSec set up a fake audit with Jimmy Siska to grill him for any information you can use against New Dawn.

LOCATION

- Hotel, one block southeast of the Transamerica Pyramid, San Francisco

Take any vehicle you wish, and drive it to the hotel entrance where Jimmy Siska is staying. Before you enter, rendezvous with Gool, a DedSec member with a change of clothes. You've got to look the part, right?

FALSE PROFITS

4. Operation—Missing Persons

OBJECTIVES

- Meet Miranda by the beach.
- Steal the registry of occupants.
- Bust out Jimmy Siska.
- Leave the educational center.

DIFFICULTY

REWARDS

DedSec Followers: +30,000

BRIEF

Jimmy Siska shared rumors about the "Red Room," a New Dawn compound where they take troublesome members for rehab. If there's any matches to burn the church down, you'll find it there.

HOSTILES

- Umeni Security Corps

LOCATION

- New Dawn Spiritual Ascendence Center, Ocean Beach, San Francisco

SILENT BUT DEADLY

Need a way for foes to stay down without raising the alarm? It is worth acquiring enough funds to purchase the Core Dump Pistol (which is suppressed, meaning silent kills are possible) and to a lesser extent the Zero Day Rifle (full auto suppressed assault rifle) before beginning this part of the operation.

Outside Jimmy's hotel, you mention the actor's fear of something called the "Red Room"—a rehabilitation center where problematic church members are sent. You plan to meet up with a councilwoman named Miranda, who the church has targeted in the past. Drive there when you're ready. You meet her on the beach.

☰ Infiltration Points

Time to assault the place and locate the registry. As you'd expect, there are many ways to accomplish this. To start, learn the different infiltration points of the Center:

1 Gap in the Fence (Northwest):

This is the preferred method of intrusion, especially as it's the closest to your starting point. You don't need to climb, and the initial guards are relatively easy to subdue (using Path A's plan.)

2 Main Gate (Northeast):

This gate is currently locked and requires an access key to open. Utilize a drone to obtain the key, and enter from this direction. However, it’s easy to be spotted sauntering through here, so it is better to unlock this and use it as an exit point.

3 Hillside Rocks (Southeast):

Scrambling up the rocks is also a plan, but only in the southeast corner. Your descent can be noisy and you may be spotted, but there’s a small fenced Dumpster area and a container truck to hide behind if you infiltrate from here.

4 Jimmy’s House (South):

Accessed by scrambling over the hillside rocks, you can actually clamber up and onto the roof of the house where Jimmy Siska is being held. This is a cunning route to take if you wish to avoid all threats during the next two objectives.

5 Ocean Beach (West):

Not the wisest of insertion points, as the sandy slopes are difficult to navigate, the enemies can easily see you coming, and hostiles are usually above your position. Expect violence to quickly escalate from this direction.

POIs and Objective Points

Access Keys 1 (Guard) and 2 (Laptop)

The guard standing by the data container (objective) carries an access key you can hack (using Marcus or either drone). The laptop on Jimmy Siska's deck is the other location.

Either key opens the northeast gates and Jimmy Siska's rehabilitation house. Pick either key; the guards can be hacked through the window, but the laptop is easier to reach (by Quadcopter in particular).

Key Data and Collectible

The large circular gazebo on the compound's western side near the ocean houses a suitcase with key data for the New Dawn Facility. Close by, on a log near the fire pit, is a collectible to grab. Both are optional, and you can return for them after the operation is over.

Data Container

This has the registry information you need to download and is located inside a guarded cabin on the compound's east side (a foe awaits you inside this building). Access via the hackable doors on the east or west walls.

Jimmy Siska

The actor is tied up in the house along the southern edge of the restricted area. The door is locked and requires the access key to enter (there are two locked doors). Once inside, you simply untie Jimmy and he makes his own way out. Then you can flee or complete the other objective. Remember, you can use Marcus or the `RC Jumper` to release Jimmy.

PATHS TO COMPLETION

With the main infiltration points known, begin your assault on the compound. It's first wise to use **NetHack** and the cameras to scan and tag all of the guards. Note that some can call an additional four reinforcements, and all are easily startled. Also remember you can complete each of the two objectives in any order.

A SILENT BUT DEADLY

How about the optimal stealth route that allows you to remove all guard threats with a melee throttle and gather both the key data and collectible on the way? While you talk to Sitara about Miranda, head up the sandy steps, enter via Infiltration Point 1, and keep left. Hug the perimeter fence on your left, and head around the side area of the inaccessible building.

Crouch at the stack of milk crates at the corner **(A.1)**. Watch for the guard moving your way, near the cabin steps ahead and left of you. Strangle him quickly, then be aware of the guard patrolling the vegetable planters (southwest). Head towards him, using the scenery on your right to hide, and strangle the second guard at the vegetable patch **(A.2)**. Alternatively, if he sees the body of the first guard, keep hiding behind the AC unit (right wall), then step out and melee strangle him as he passes you.

Time for a stroll under the gazebo. Head down the steps to the right of the vegetable planters, watching the movements of the guard in this area. Drop behind the planter of purple flowers **(A.3)**, using this cover to maneuver behind the guard and choke him out. Move under the gazebo's left side to grab the key data, then to the fire pit to nab the collectible.

Climb the steps by the low stone wall ahead of you **(A.4)**, timing your movement so the guard is heading from left to right (toward the beach bluff); this way you won't disturb a subsequent guard. Head back down the steps, up the second set of steps nearby. The cabin with the objective is ahead and slightly left of (and above) you. Hide by the woodpile and hack the explosive pallet so it sparks. When the nearby guard investigates, strangle him.

Move counterclockwise around the base of the objective cabin. When the guard near the two trucks has his back to you and you've crept under the cabin to get closer to him, creep out and strangle him. Then move quickly up the cabin steps, strangle the foe on the deck, and finally hack the door and remove the final guard inside. Hack him for the access key before unlocking the data container.

PATIENCE WITH THE PATIENTS

You can talk to the patients in this facility. All are too far gone, with a terrible fear of the outside world, to provide more than a passing glance into the terror of this organization. Some can alert guards if they see you, so stay away from them for the most part.

B SILENT BUT DEADLY

Need to complete both objectives while interacting with the least number of guards? Have your taser (or phone hack distract) ready just in case, but run around the compound and enter via the southeast rocks (Infiltration Point 3). Move west, then look at the cabin, which has the data container in it. Using cover, move to the low, sand-filled container with sand in it **(B.1)**, the sandbags, down to the purple flower planter, and across to a second flower planter by an oak tree **(B.2)**.

Climb the planter and vault onto the deck by the swing set. Drop into cover before the guard on the right sees you (or distract or shoot him with the taser). Head around to the west locked door to the cabin **(B.3)** and hack it. This alerts the guard inside, so creep to the window (left of the door), and hack the opposite door, making the guard turn around. Creep inside and strangle or tase him. Hack his access key. Then hack the objective data container.

Exit the cabin via the same door, head onto the trellis behind the swing set, and go back down to the concrete bag pallets. Head across to Jimmy Siska's house, dropping down behind the generator trailer near the guard at the bottom of the stairs. Though it's possible to creep up the stairs when the guard has his back to you, it's better to simply distract or tase him before heading up the steps and releasing Jimmy Siska. Need to flee in a hurry afterward? Go for the beach or the main gates.

SILENT RUNNING

Path B can be attempted more easily by simply using the `RC Jumper` and running the same route (providing you've improved its jump function; otherwise, use the main cabin steps to the east). Or you can distract the guard by hacking the west doors, then the east doors before `driving` the Jumper in and hacking the data container with the guard standing right next to you! Then drive the Jumper over to Jimmy's house. Distract the guard and then drive up the steps and untie him remotely. Leave the area without even setting foot inside. Need the collectible and key data? Gather that using the `RC Jumper` too!

EVERYBODY DIES

You can reasonably expect to survive a firefight with these guards if you storm the place (via any recommended Infiltration Point), and use the cabins to hide behind. The explosive pallets are good spots to cause carnage—but the explosions can kill you too.

However, it's much better to equip the Quadcopter with explosives, jog to the main gates, and hide nearby. Launch the Quadcopter to fly over the compound, catching most of the guards in proximity traps using the explosive pallets and junction boxes. Any stragglers can feel the heat from a dropped electroshock or explosive bomb. Then stride in via the main gates after using the Quadcopter to hack either access key.

RIDE OR DIE

Need to announce your presence and possibly get yourself killed in the process? Then take a fast bike, approach Infiltration Point 5, drive up the sand bank just left of the main wooden stairs, and launch yourself into the Center grounds. With some luck, speed, and the Engine Override skill, you can jump to the right of the gazebo and almost land on the cabin you need to reach! Or, you could hit any number of buildings or walls, go flying, and get killed by guards.

Leaving the center is straightforward: proceed to the cabin balcony, jump the railing, use the dirt road east of the registry cabin, and head through the now-open main gates or hop the fence. There are trucks you can use to flee the area, or use one of the bikes parked in the compound. Once you move past the perimeter on your minimap, this mission concludes.

SUBDUED, THEN SUPPRESSED

Using the taser, throttling guards, or employing the Thunderball is excellent for keeping your foes quiet and subdued (to avoid the alarm being raised for stealth raids), but your foes have a tendency to wake up after you knock them out. Of course, this won't happen if you shoot any sleeping foe with a silenced weapon. The only downside (apart from the murdering) is that the alarm is instantly raised if another enemy sees a dead guard, so put all guards in a patrol path to sleep first, before a mass execution.

DAWN RAZOR

Feel free to ignore, fight, or put to sleep any guards in the vicinity. Gather `collectibles` before you go.

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FALSE PROFITS

5. Operation—Blasphemer

OBJECTIVES

- Meet Jimmy near the New Dawn Temple.
- Find the Sumerian tablets.
  - Get into the temple's basement.
  - Investigate the tablets.
- Escape the temple grounds.

DIFFICULTY

REWARDS

DedSec Followers: +69,000

Newly Dawned Pinstripe Jacket

BRIEF

What kind of embarrassing secrets is the New Dawn Temple hiding? Time for you to find out with Jimmy Siska's help.

HOSTILES

- Umeni Security Corps

LOCATION

- New Dawn Temple, southwest of San Bruno Mountain, Silicon Valley

Proceed to the objective marker where Jimmy Siska is waiting; it's a lookout on the edge of **San Bruno Mountain**, adjacent to where the motocross events are held. Start the mission and speak with Siska, who's here incognito. He tells you the secrets of the New Dawn are hidden in a clandestine basement, accessed via a lift inside the building. Here you'll find ancient Sumerian tablets, said to have been written by the visitor himself—or some polystyrene fakes. It's up to you to find out.

The road in front of the main Temple gates is the perfect place to appropriate a bike and drive it into the Temple. Use it as a quick getaway vehicle, or in other, more hilarious ways). Unlike the New Dawn's spiritual compound, their Temple has a mostly sturdy fence around the perimeter. But there are still a couple of main infiltration points:

☰ Infiltration Points

1 2 Main Gates (North and Northeast):

These gates are open. There are no guards in the immediate vicinity; simply drive through the gates on your bike and park out of sight.

3 Metal Fencing (Perimeter)

The map icon shows a good place to bring a vehicle, park it on the rocky terrain, jump on the roof, and hop over the fence, though this a little laborious.

POIs and Objective Points

With two access keys and objectives, this infiltration can be as straightforward or as difficult as you want it to be. By now you should have learned the benefits of using both your **RC Jumper** and Quadcopter. If you haven't built both of them and are starting to augment both drones with better abilities, do it before you attempt the next operation.

Access Key (Guard Office)

Sitting atop an underground garage, this office has a patrolling guard, and sometimes a second one outside, and a laptop on the desk with the access key.

Access Key (Temple Balcony)

There's a second access key (which unlocks the same Temple doors) on a laptop, which is sitting on the main audio-video desk on the balcony at the rear (northeast) of the Temple interior. As the doors to the room that contains this key are locked, the only way to hack this key is via Quadcopter.

Closed Circuit Terminal (Garage)

This CCT is located in the underground garage, below the Guard Office. Use the **RC Jumper** and unlock the ground vent inside this office to enter an AC duct that leads to a second vent (hack it), and a hole to drop through. Then, your **RC Jumper** can reach the CCT, unlock it, and claim the cash collectible in here. Use any of the vehicles as escape cars, too.

1 Security Router (Temple Balcony)

Once inside the Temple, you (or your drone) can hack the security router atop the balcony (northeast). This reveals a Network Bypass to solve.

2 Lectern (Temple Interior)

The lectern at the front (southwest) of the Temple is actually an elevator. After you complete the Network Bypass, you can activate the elevator, which allows access into the bowels of this compound—the viewing chamber.

Ancient Sumerian Tablets (Viewing Chamber)

Access this area via the Temple elevator. This is what you've come here for—mystical monoliths from the past…wait, they are made out of polystyrene?

PATHS TO COMPLETION

At this point, you can begin an insertion into the Temple. Naturally, there are multiple paths to take. Begin by using **NetHack** and tagging all guards using your Quadcopter or cameras. Note that the doors to the chapel are locked, requiring an access key. Then pick a plan:

A ACROSS THE LAWN

This plan allows you to use maximum stealth with minimal enemy interaction. Remain on the grass to the driveway's left, moving around the perimeter of the grounds. Head south toward the sunken garage with the guard office atop it **(A.1)**. Move up the steps to the left, use `NetHack` to pinpoint the guard inside, and enter via the open side door. Throttle or tase the guard, then hack the laptop on the desk to obtain the access key. Deal with the second guard outside before or after the first, depending on where he is. Or distract him.

Exit the parking garage office via the same door you came in from, and look to the southwest; there are two doors to hack on the side of the chapel **(A.2)** and two guards to worry about. Either wait for them to disperse, or tase the first, then creep up and throttle the second. Or use the vault transformer to zap them. Then pick either door and enter the chapel. Though there are still guards patrolling the chapel's western side, they aren't alerted to your presence once you're inside the structure.

B DEAD BY DAWN

Wish to nullify all guards with the option of executing them? Then try this mixture of scenic and weapon-based electrocution.

Creep from the entrance gate to the wooden planter wall just right of the main steps **(B.1)**. There's a guard standing near an electrical grate. Explode the grate to zap him. A second guard moves to investigate. As he approaches, hide behind the small concrete step planter close to the grate, and tase him before he wakes up the zapped guard. Optionally silence them for good by shooting them with a suppressed weapon.

This leaves three guards along the western side of the chapel grounds—one on the upper concrete walkway and two on the lower wooden decked area. Hide behind a planter wall atop the steps **(B.2)**, coax one of the guards to inspect the junction box, then explode it. Tase the other guard as he comes to investigate, or dash down the steps and throttle him. The third guard (on the upper walkway) may come to investigate, so hide behind steps or a planter; throttle him if he isn't alerted or tase or rush and throttle when he inspects his fallen friends. Remember to execute all three if you want them to remain silent for the rest of this mission.

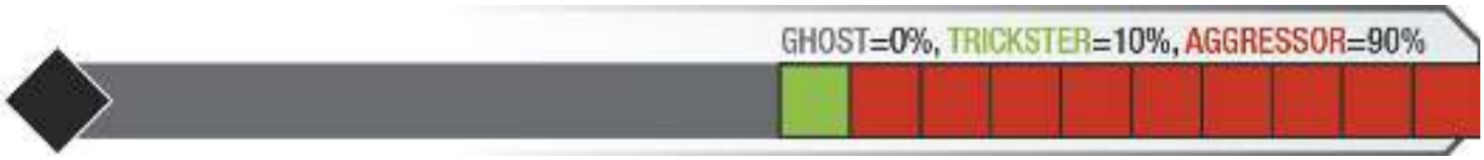
At this point, you can continue working your way counterclockwise around the chapel, or turn around and use the clockwise path to the garage as described in **Path A**, as this is the optimal way to remove the remaining guard threats. Use **Path B** to ensure there are no further guards when you try to escape.

DRONES ARE THE NORM

Your Quadcopter offers some amazing shortcuts. Fly it from Infiltration Point 1, toward the window ahead, and hack both the access key and the security router (objective). This opens up the Network Bypass. Choose one of the four side doors, lock any or all of them (as you have the access key), fly the Quadcopter into the Temple, and solve the Network Bypass. Access the elevator, and then Marcus can finish the infiltration. It's best to have Marcus close to the same door your Quadcopter flies through, hidden from guard patrols.

Your `RC Jumper` can perform the same function. Simply follow **Path A**, hacking the access key in the guard office by entering the office using one of the ground vents. Then scoot across to the door without any nearby guards and enter. Remember that Marcus needs to physically step onto the elevator, but all previous tasks can be done remotely.

BIKE AND BE GONE



Some other, more carnage-filled methods of entering the chapel include `driving` a bike into the chapel (hack an access key using the Quadcopter first, or drive near the garage office) and using the route detailed in **Path A**. With the bike inside the chapel, you have a vehicle to use immediately when exiting. You can even drive the bike down into the viewing chamber!

NO BRAINS, JUST BRAWN

Drive a larger vehicle onto the exterior walkways and decks, and attempt to run over the guards. This usually ends badly, with reinforcements arriving, the vehicle getting peppered with gunfire, and you soaking up the bullets while being stuck between planters. Umeni Security vehicles also appear through the front gate, so consider blocking it with a large truck before starting the massacre.

CHAPEL SIEGE IS BORN

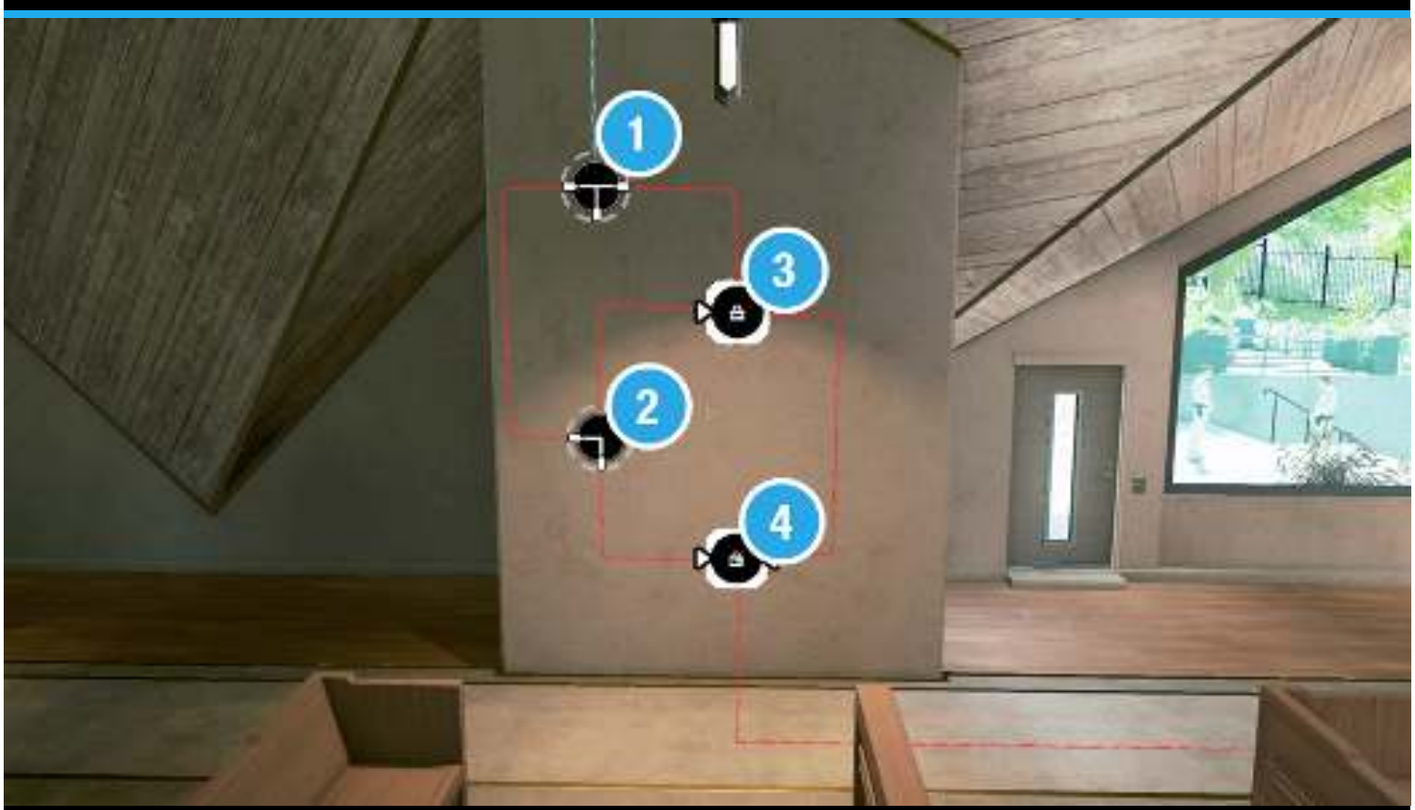
Employ **Path A**, and then turn violent once you're inside the chapel. Use the chapel as cover while you unlock the remaining doors and start dropping the guards (plus any reinforcements) on the structure's western side. As you control the flow of who can enter the doors, these choke points can be where you hold off your foes.

CHAPEL SIEGE IS BORN (II)

Alternatively, employ stealth once you're inside the chapel, using creeping techniques and the explodable scenery to nullify the foes. With remote camera access, you may not even need to leave the chapel before all guards are neutralized.

Inside the chapel, move to the rear of the structure and up the stairs. Hack the security router. A Network Bypass becomes visible. You must complete this before continuing. Think of it as being split into different sections:

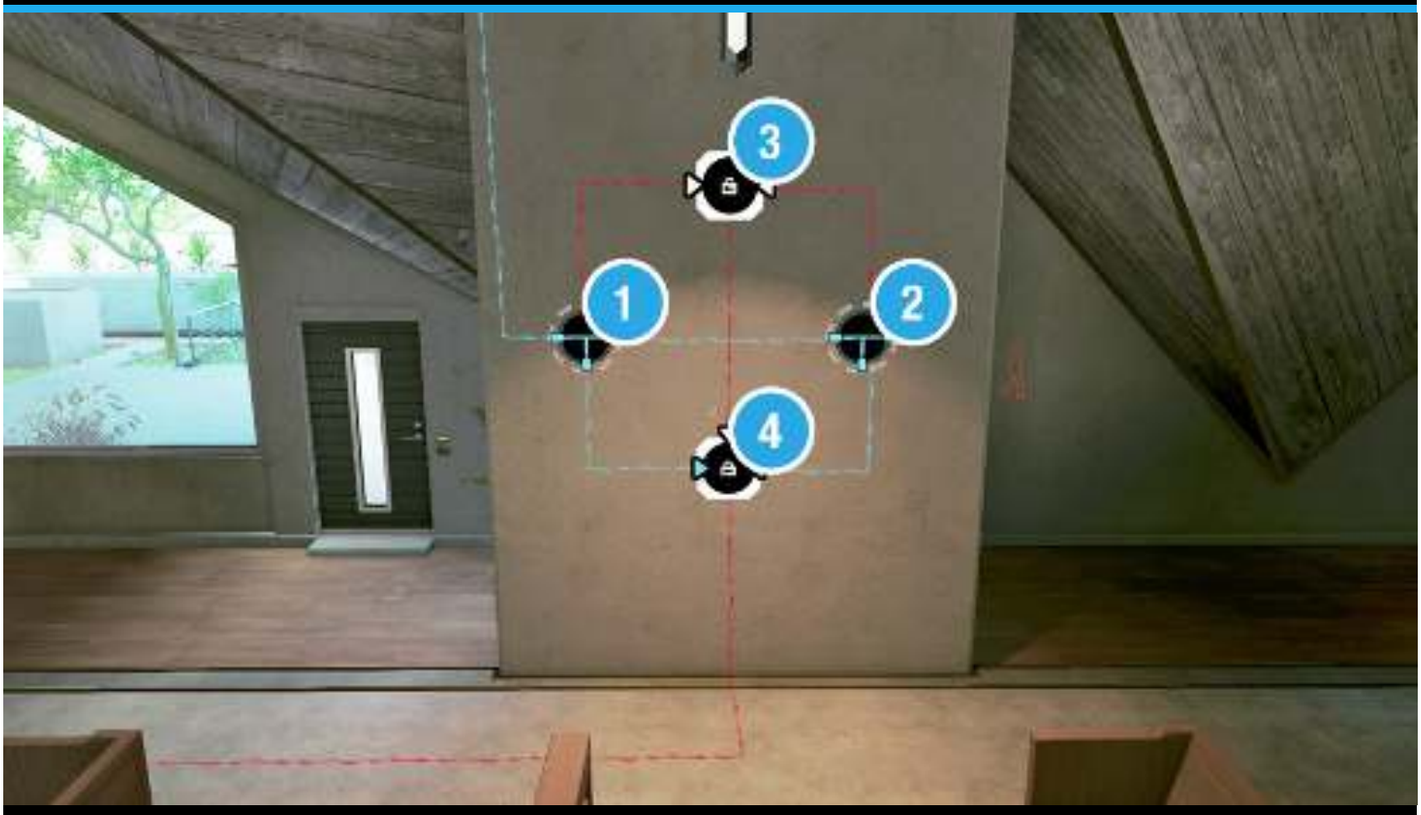
NETWORK BYPASS




```
Puzzle A: Start and finish:

1: Turn x2.

2: Turn x1.

3: Unlock, turn x2.

2: Turn x3.
```

4: Unlock. Puzzle section complete.

NETWORK BYPASS



Puzzle B: Start and finish:

1: Turn x2.

2: Turn x1.

3: Unlock.

1: Turn x2.

4: Unlock.

NETWORK BYPASS

```
Puzzle C: Start and finish:

1: Turn x2.

2: Turn x2.

3: Unlock.

2: Turn x3.

4: Unlock.

5: Unlock. Puzzle section complete.
```

NETWORK BYPASS

```
Puzzle D: Start and finish:

1: Turn x3.

2: Unlock, turn x2.

1: Turn x2.

3: Unlock.

4: Unlock.

5: (Once Puzzle B is complete) Unlock. Total puzzle complete: Internal Network unlocked.
```

Access the lectern, which activates the hidden elevator, sending you down to the secret basement. Approach the strange monoliths and hack them to receive some optional audio logs, before approaching the railing. You start filming these ancient, hidden, suspiciously light, easily breakable…plastic…fake relics! As fake as everything else the church promises!

Time to leave. Step back on the platform, hack the lectern, and raise the lift. Exit the Temple grounds using the same path you came in on. Any foes you've ignored or put to sleep are awake again, so be aware of where they are and where your escape vehicle is parked (including some high-performance vehicles if you opened the underground parking garage, though you can also flee on foot). Check your minimap and escape out of the perimeter circle. A social media package is created exposing the church, with Jimmy Siska in a starring role. This operation concludes.

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HAUM SWEET HAUM

Operation Overview

OBJECTIVES

- Objective
- Meet Wrench at his garage.
- Acquire HAUM's delivery information.
- Steal the HAUM truck shipment.
- Deliver the truck to Wrench.
- Escape the pursuers.
- Return to the Hackerspace.
- Reach the Ahed Housing Complex.
- Test the HAUM 2.0 zero day.
- Download the server's recordings.
- Escape your pursuers.
- Locate the HAUM 2.0 signal source.
- Tap into HAUM's data retrieval system.
- Download HAUM's collected data.
- Leave the area.
- Meet up with Wrench.
- Drive to Sutro Tower.
- Reboot Sutro's system.
- Reach the top of Sutro Tower.
- Align transmitter toward WKZ.

DIFFICULTY

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HAUM SWEET HAUM

1. Operation—ICU

OBJECTIVES

- Meet Wrench at his garage.

DIFFICULTY

BRIEF

Meet Wrench at his garage.

LOCATION

- Wrench's Garage, two blocks west of South Park, San Francisco.

Head over to Wrench's Garage, where some "reverse-engineering" of HAUM's products is going on. Wrench needs some of HAUM's hardware, and you're the man to get it.

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HAUM SWEET HAUM

2. Operation—Heist Sweet Heist

OBJECTIVES

- Acquire HAUM's delivery information
- Steal the HAUM truck shipment.
- Deliver the truck to Wrench
- Escape the pursuers.

DIFFICULTY

REWARDS

DedSec Followers: +18,000

BRIEF

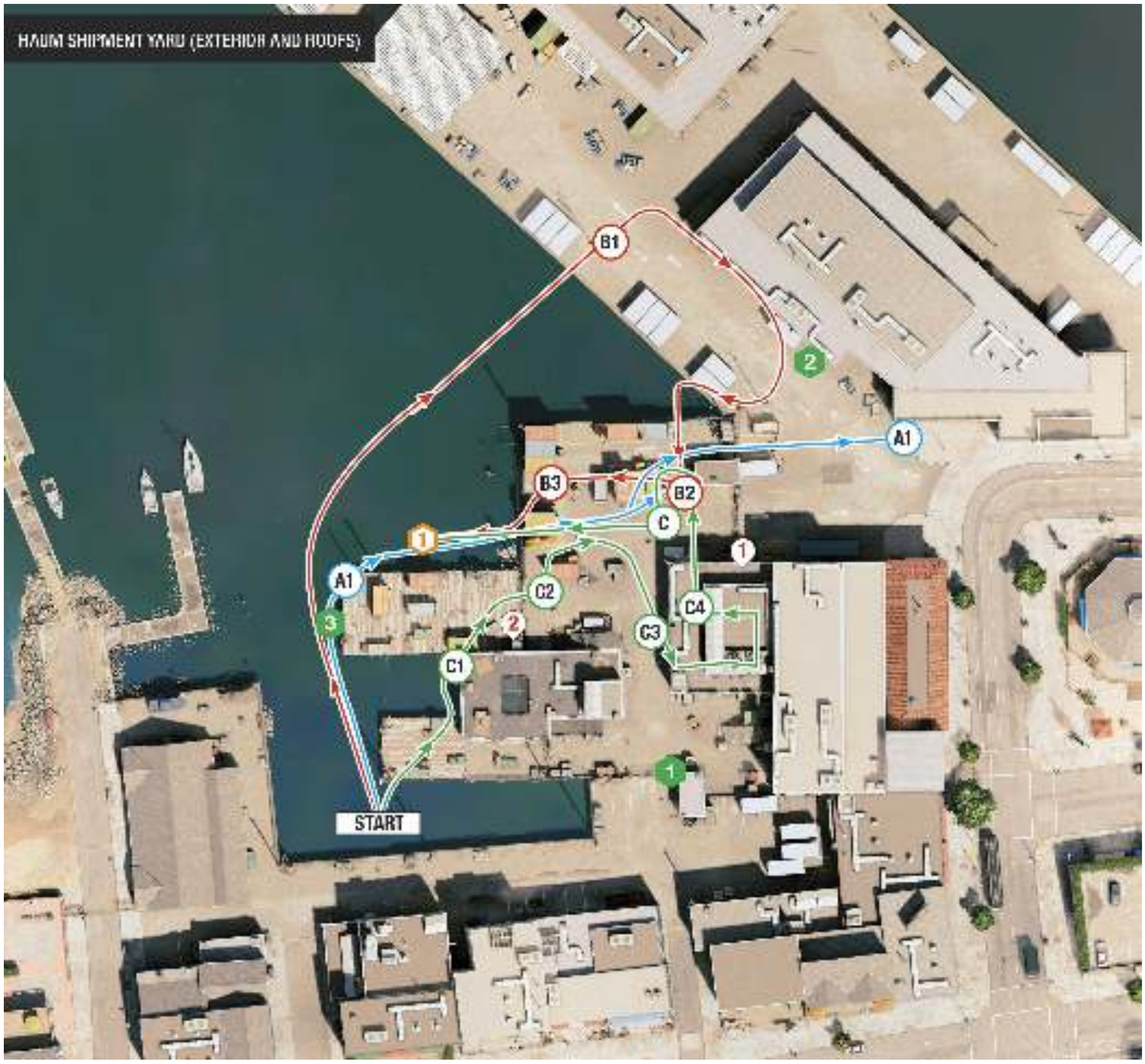
"Acquire" a HAUM 2.0 pre-order shipment for DedSec's personal use.

HOSTILES

- Umeni Security Corps

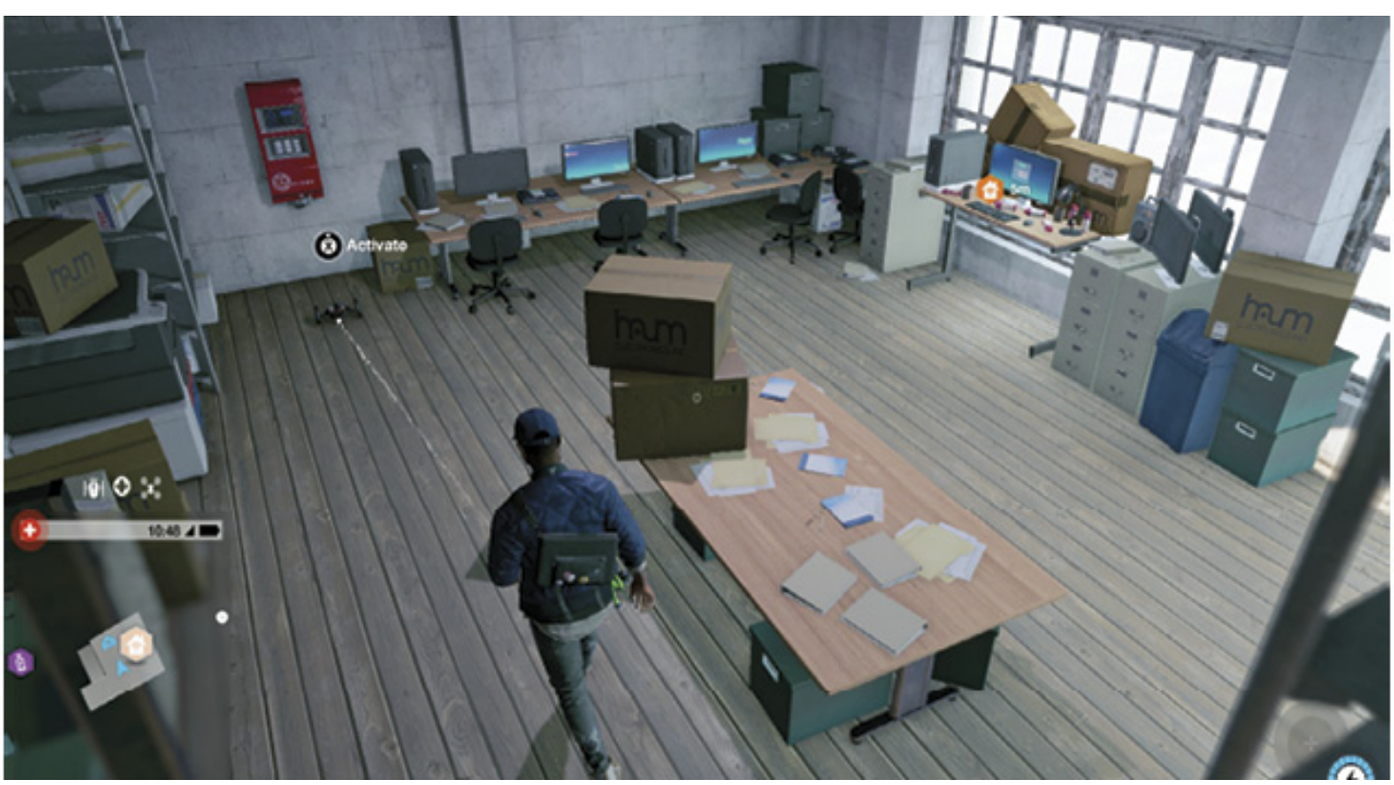
LOCATION

- HAUM shipment yard, one block north of Ghirardelli Square, one block south of Fisherman's Wharf, San Francisco.


HAUM SHIPMENT YARD (EXTERIOR AND ROOFS)
B1
2
A1
B3
B2
C
1
A1
C2
C4
3
2
C3
C1
1
START

HAUM SHIPMENT YARD (1F INTERIORS)
A2
B2
C
2
2
JUMPER FINISH

At the docks north of Ghirardelli Square, HAUM's delivery information must be acquired. Make a swift `NetHack` scan of the office building. Gather this intel by entering the stairwell, releasing your `RC Jumper` to open the grating to the right of the locked door at the top of the steps. Maneuver it into the office via the duct. Once inside, unlock the CCT and hack open the door. Then inspect the PC to begin the mission.



GUARDS ARE PACKING HEAT

At this point in your adventure, expect the guards you face to start ditching their pistols in favor of SMGs, and finally `shotguns` as this Operation continues. Take extreme care (or pick up these `weapons` and use them against the enemy).

☰ Infiltration Points

After checking the computer, stroll over to the distribution center located on the docks nearby, and steal the HAUM truck shipment. Naturally, there are several ways in:

1 Southeast Gates:

The initial infiltration location is via the gates situated in the southeast perimeter of the restricted area. To the right of the gates is a cabin and some pallets you can use to climb. There are more pallets to the right of the parked container. Use these to climb atop the container, and drop into the corner of the yard. Also note the hole in the fence near the pallets if you're using the **RC Jumper**.

2 Northeast Gates:

The northeast gate to the yard is the key to an easy mission completion, as once you acquire the access key, you can quickly unlock the gates (and thus the escape route out of here). You're also close to the easiest infiltration point (IP) into the main warehouse where the guard with the access code is. You can take the road or swim across, and enter here to avoid most enemy interactions.

3 Western Water:

Ignore the waterfront IP at your peril! Swimming up to either of the two piers on the yard's western perimeter allows you to circumvent many of the guards. The southwest pier has a boat garage attached to it. The truck you need to steal is on the northwest pier; don't forget you can access this pier from the gate you need to unlock, as well as from the two pier ladders at the water's edge (for those who like to get wet while employing stealth tactics).

POIs and Objective Points

Don't forget the warehouse yard has several places to learn about before the infiltration begins:

1 Warehouse

The eastern side of the distribution center consists mainly of a warehouse with garages on the ground floor, open windows, and a roof with two guards patrolling. There is a Research Point and collectible to snag if you're a completest and multiple ways to accomplish this. The guard carrying the access key (needed to open two of the three gates so you can drive out of here) is inside the warehouse, so you'll definitely be entering here (either using Marcus or either remote vehicle). The warehouse roof makes a good defensive position; access it on foot via the metal steps to the south or via the parked truck and ladder to the north.

2 Boat Garage

Between the two piers on the yard's western side is a boat garage, where you can hide or scale a ladder to the roof. This is relatively safe once you dispatch the guard. If you approached the earlier objective from the water, your boat can be parked here, too.

1 HAUM Truck (Landrock Motors)

Parked on the west pier area is the van-sized truck you need to escape in. Between you and the open road are two gates (of three total) that you must hack before you drive the vehicle out of here. It's usually advisable to have these gates open before getting into the truck.

PATHS TO COMPLETION

There are dozens of ways to complete this objective, but the optimal (or most entertaining) ones are detailed below:

A MARCUS, KNOW YOUR ROLE

This plan involves the least amount of enemy interaction and allows you to complete the objective, gathering the Research Point and the collectible too. Begin by swimming to the pier with the truck on it **(A.1)**. Quietly slip into the truck and hide in it. You may need to tase or throttle the single guard patrolling this pier; it's worth silencing him before continuing.

Now release your **RC Jumper**. Drive it to the locked gate ahead (east); jump onto the tarp-covered crate and over the fence. Watch for other guards spotting the Jumper. Use **NetHack** to pinpoint the guard with the access key inside the warehouse. Either open the garage or the ground vent close to the parked van **(A.2)** (drive under the van to hide your RC if you need to). Once inside the garage, hack the access key without being spotted; this allows you to open the gate to the pier that holds the van you're hiding in.

With the access code, ditch the Jumper or trundle back under the van, out to the gates you need to unlock with the access key. Go toward the truck on the pier, and unlock the gates there. Start the truck, and make a break for it **(A.3)**! If you don't get caught on any scenery (smash through the pallets), you can flee the area before the guards call reinforcements.

Utilize the Quadcopter to fly to the gaps in the warehouse defenses; the open windows for example (you can even remotely hack a door and scoot through). Hack the access key through the window before opening both gates. But only the **RC Jumper** can gather the Research Point and collectible.

B OUT FOR A STROLL

Without the RC drones, swim around the piers and climb the ladder onto **Fisherman's Wharf** to the north **(B.1)**. Jog around to the wooden crates and parked container adjacent to the northeast cabin and climb them, stepping onto the cabin roof (IP 3). Use **NetHack** to track the guard in the cabin. When he heads outside, hack him. Optionally drop and subdue him afterward.

Head south, crossing the area in front of the gates you need to hack, toward the corner of the warehouse where the van is parked **(B.2)**. No van? Then open the garage door around the corner and slip in. Climb the van, clamber through the open window, and drop into the warehouse. Hide close to the crates under the metal stairs, and pinpoint the guard inside this warehouse with the access key. Subdue the guard, then climb the steps and secure the Research Point and collectible. Leave the warehouse via the same window you came in from; park the HAUM truck next to the window so you can reach it.

Drop onto the van roof, watching for guards. Using the containers as cover **(B.3)**, head to the pier with the truck on it. Open the gate, optionally remove the guard on this pier, and drive the truck out.

C LEAVE NOT A SOUL

The optimal stealth route allows you to remove all guard threats first (without reinforcements arriving). Hack the access key during the route, and drive the van out at your leisure. Use primarily the taser and strangling, and use suppressed **weapons** to kill sleeping foes if you wish. Here's a battle-tested route to try (one of many):

Look north, jump into the water, and head to the ladder leading to the pier. Climb the corner ladder on the boat garage to the roof **(C.1)**. Subdue the guard patrolling here, then tase (with careful aiming) the guard near the objective truck.

The third guard at the base of the stairs to the boat garage roof should be in the vicinity **(C.2)**. Jump down on his head, tase him as he comes up the stairs, or watch for him and remove this threat. Remember this guy could be on the roof, too!

Head across the yard, moving diagonally to your right, toward IP 1 **(C.3)** (southeast gates). Tase or strangle the guard near the security hut. Head up the metal stairs to the warehouse roof, and work your way around, throttling the patrolling guards or tasing them. From the southwest corner of the roof path **(C.4),** check the yard of containers to the southwest, find the guard, and tase him. Then tase the guard in or near the security hut by the northeast gate.

Climb down the ladder, open the garage door to the warehouse, sneak inside, and hunt down and tase the last guard (carrying the access key). Quickly move to secure the Research Point and collectible. Then sprint west across the yard to the truck, and flee in the truck via the northeast gates. Tased guards are waking up by this point (which is the main reason you slay them quietly afterward).

Variations on this path involve using the scenery (the gas pipes, junction boxes, and other explosive objects) to cause guards to turn with their backs to you. However, this also causes enemies to ignore their normal, nonalert patrol routes.

REMOTE CONTROL

Use any aspects of this plan, which gets progressively crazier as you go. Position Marcus at either IP 1 or 3, but don't enter the restricted area. Instead, launch your Quadcopter, fly it outside the warehouse, and hack the access key from the guard through the window.

Hover the Quadcopter above the HAUM truck after opening the nearest gate (or maneuver the **RC Jumper** onto the truck's roof). Use the Vehicle Directional Hack to remotely steer the truck without Marcus in it!:

Drive forward (east), left, right, then forward and out of the northeast gate (if that's where Marcus is waiting).

Drive forward (east), right, then forward and out of the southeast gate (if that's where Marcus is waiting).

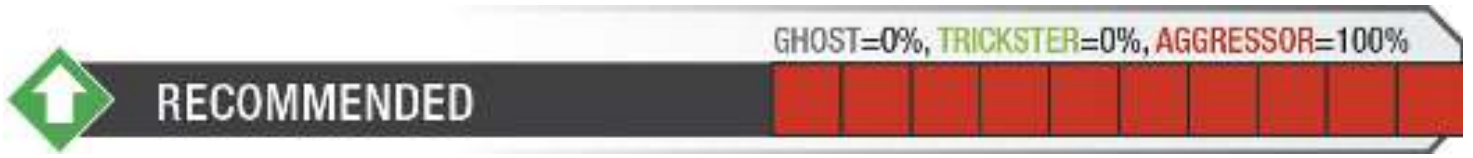
Is this difficult? Yes. You need to use this hack four or more times each time you change direction. However, it is possible! Then ram a nearby building so Marcus can dash into the truck and escape. Here are some additional tips to try:

Refill **Botnets** from nearby guards, civilians and police if you need to.

Always remember that "forward" can be used to straighten the vehicle during a turn.

Forward or reverse causes the vehicle to stop in place, if it's moving in the opposite direction.

IS CARNAGE YOUR GOAL?



If you've a grenade launcher or other weaponry you've been itching to use, be prepared for reinforcements. The majority of them show up along the alley to the yard's south. Before the mayhem begins, bring a large truck and park it at this alley to waylay any reinforcements. Force them through this choke point, where you can easily neutralize them.

Then hop on the security hut by the locked gate to the southeast (IP 1), and start mowing guards down. The height and AC unit affords you cover, and you've a good view (especially when flicking **NetHack** off and on) of guards attempting to attack from the warehouse roof, boat garage roof, and the ground below. Stay here until everyone is dead. Then complete the objective.

The Scissor Lift near IP2, when extended, is another good vantage point, though you need to be aware of incoming grenades!).

How about attacking from a boat using a sniper rifle? It's possible, but you're under the pier, so pinpointing foes can be difficult. Or rain down bombs using the Quadcopter; that's always entertaining.

Once you've escaped the pursuers using standard defensive **driving** tactics detailed in this guide's "**Training**" chapter, head to Wrench's garage again. Though your shipment contained a lot of trash, there's some treasure in there as well. The mission concludes.

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HAUM SWEET HAUM

3. Operation—Zero Days All The Way Down

OBJECTIVES

- Return to the Hackerspace.

DIFFICULTY

BRIEF

Unleash the kraken and start the hackathon.

LOCATION

- Hackerspace (DedSec HQ), Mission Dolores Park, San Francisco.

After bringing the coffee, you and your crew start a protracted hacking session. Eventually, there is spectacular success, and a new member of the DedSec family flickers into life. The next step? Break into, and gain control of HAUM's flagship smart house.

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HAUM SWEET HAUM

4. Operation—Lord of the Wi-Fis

OBJECTIVES

- Reach the Ahed Housing Complex.
- Test the HAUM 2.0 zero day.
- Download the server's recordings.
- Escape your pursuers.

DIFFICULTY

REWARDS

DedSec Followers: +18,000

BRIEF

Test the Zero Day on HAUM's model smart house in the Ahed Housing Complex.

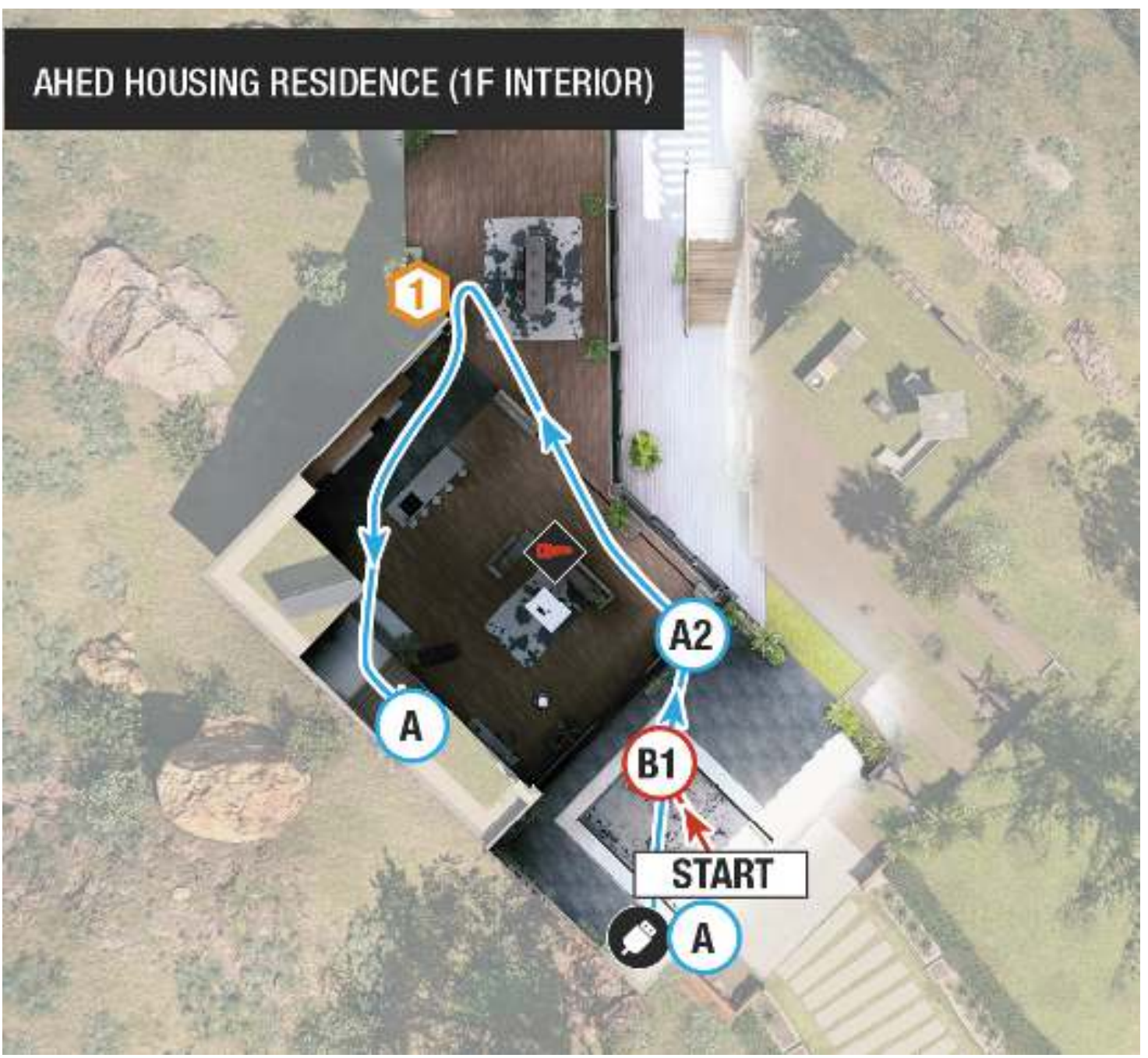
HOSTILES

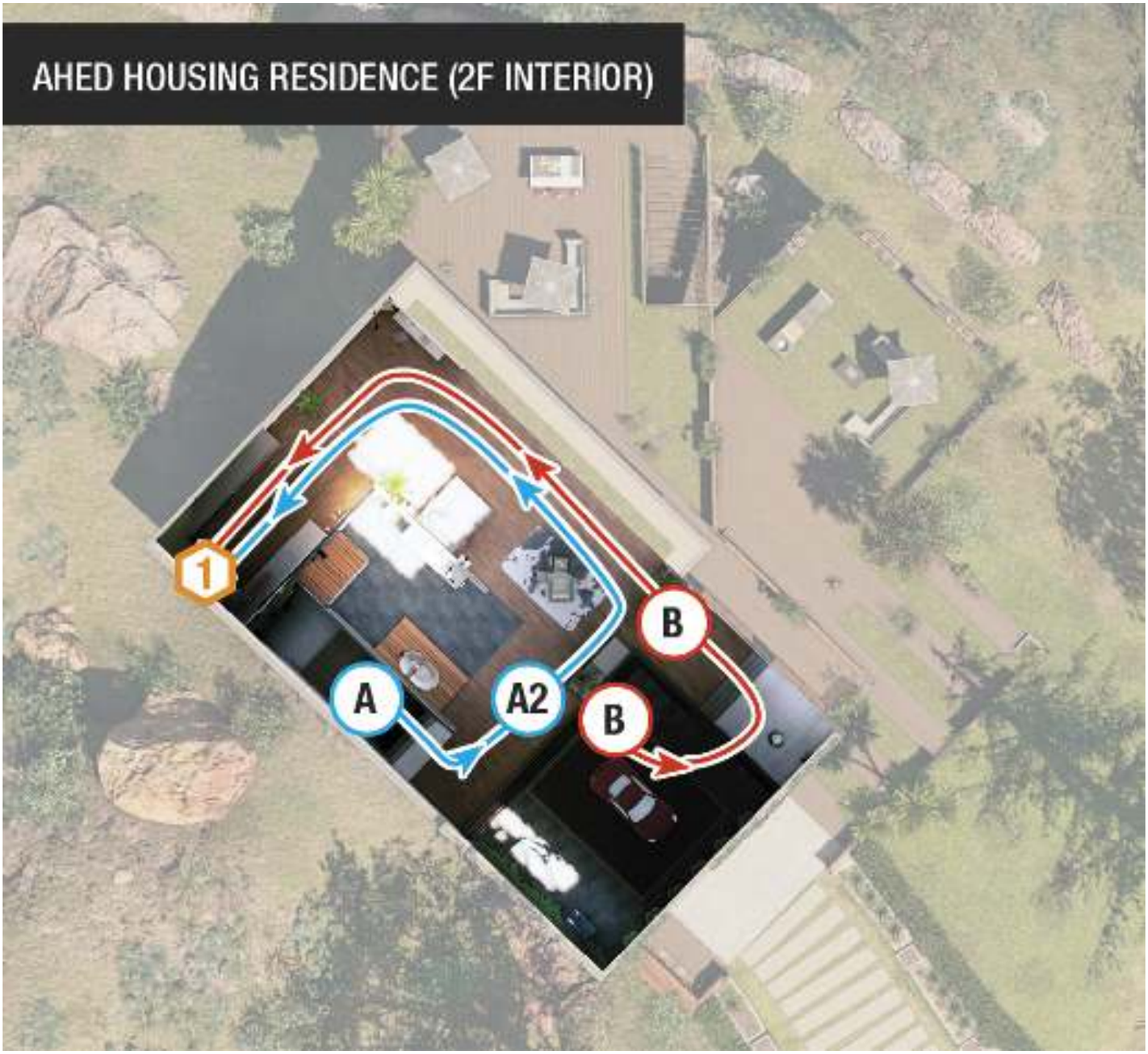
- Umeni Security Corps

LOCATION

- Ahed Housing Complex, northeast of Sutro Tower, San Francisco.

AHED HOUSING RESIDENCE (EXTERIOR)
3
2
START
4
A
A1
1


AHED HOUSING RESIDENCE (1F INTERIOR)
1
A2
A
B1
START
A



Drive to the smart home in the hills south of **San Francisco** city. Park near the power transformer and start the infiltration.

☰ Infiltration Points

It’s important to know what is locked, and what isn’t: The roof skylight is locked by the Closed Circuit Terminal, and has a moving laser trip wire to hack or avoid. The doors are locked by an access key. Vents (for your Jumper or Quadcopter) are not locked. Beware of motion detectors. Hacking from the inside out is advisable.

1 Driveway (South):

Though the driveway has a Protector trundling up and down and laser security, the lasers are switched off for a couple of seconds as the robot passes through the home’s threshold (and time the robot powering down so it bisects the laser wire; this keeps the lasers from reactivating until the robot wakes up and moves). This is the opportunity to sneak through (ideally left of the Protector), to the CCT, so you can hack it quickly and easily. To the right of the box is a vent gate, allowing easy drone access into the supposedly secure residence.

2 Deck Railing (Southeast and East):

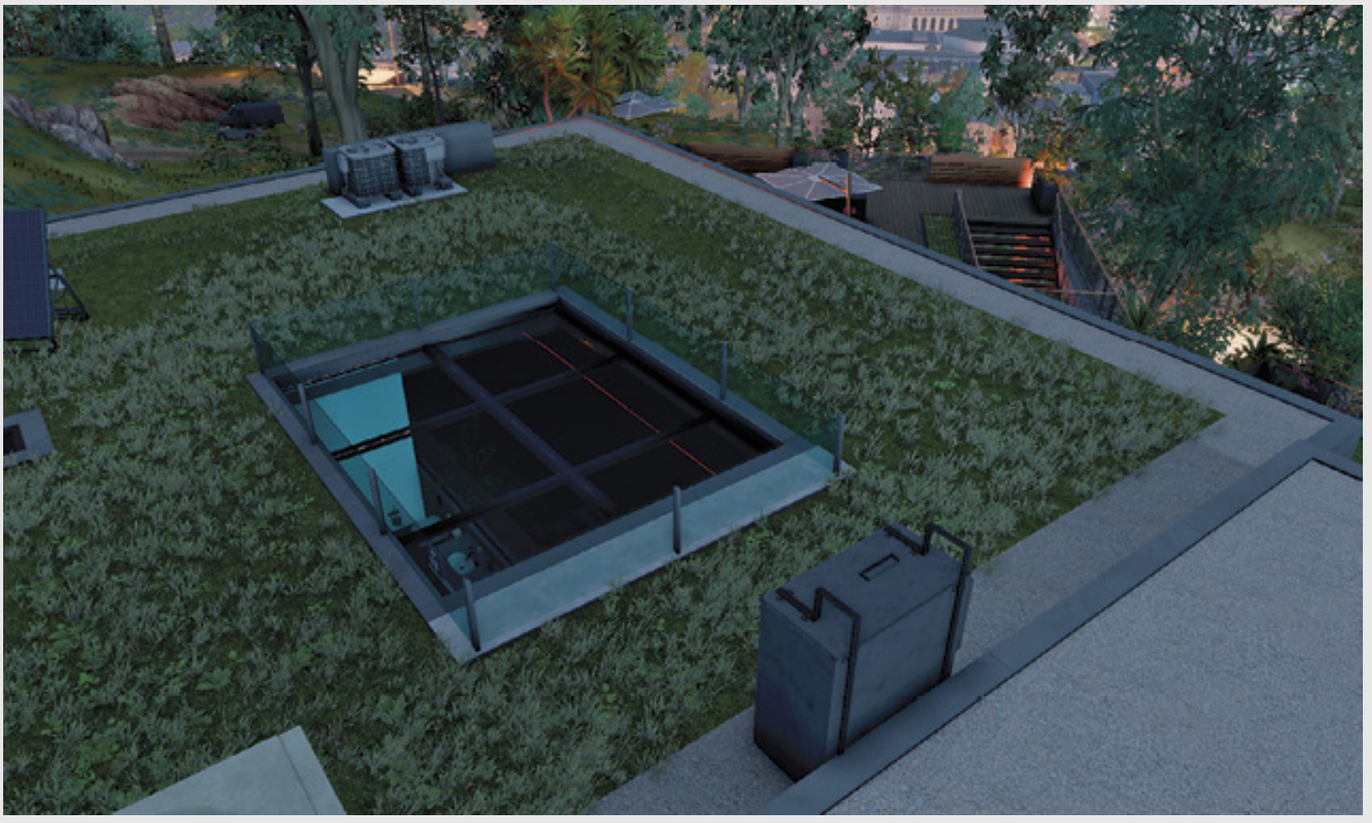
Easily access the majority of the house by hopping over the expansive deck railing and onto the deck. However, with **NetHack** you can see the entire area has laser security, sections of which can be switched off (target and hack). Vaulting through the lasers alerts the Protectors, and reinforcements (Umeni hostiles) quickly arrive.

3 Vent Gate (Northwest):

On the rocky garden behind the house is a ground-floor vent, which is ideally positioned close to the data container (objective). Your **RC Jumper** is great to use here, as well as your Quadcopter, though it cannot access the container.

4 Roof Skylight:

Inspect the side of the house to the southwest, adjacent to the hill. You can easily step from the hillside to the roof. The giant skylight here is perfect for dropping down into the house. It is locked by the CCT. Beware of the moving laser on this skylight, though; drop in the gap after it passes your location.

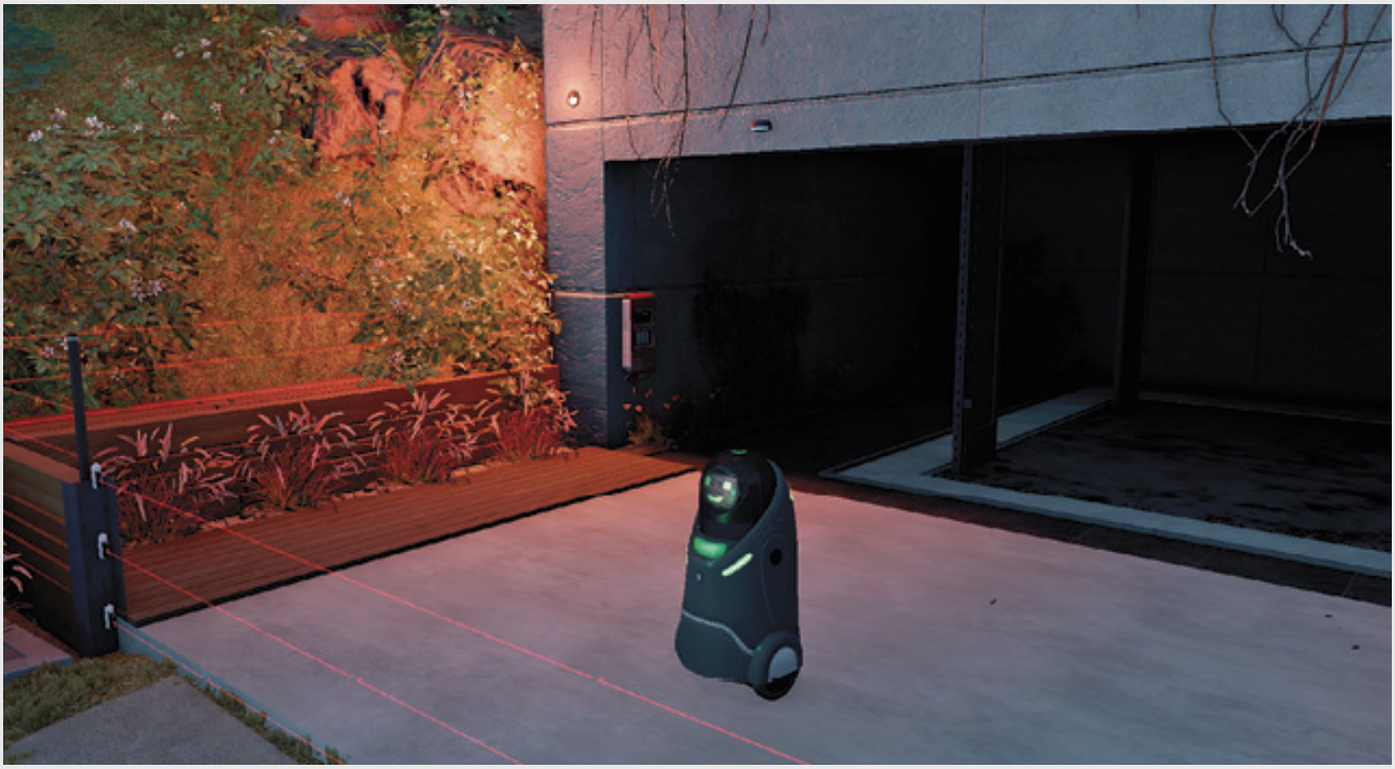


POIs and Objective Points

There are two objectives to find inside this house. Both the CCT and access key can help with these tasks.

Access Key

Found on a tablet on the sofa in the ground floor living room (north of the carport, on the home's west side). Hack the tablet, and the door locks become hackable but the roof skylight does not. This is usually hacked using your `RC Jumper` or via the camera in the nearby wall-mounted TV.



Closed-Circuit Terminal

This is to the left of the mechanical carport, at the top of the driveway. Unlock this, and the skylight on the roof becomes hackable.

Data Container

This hard drive is in the ground-floor dining room, on the residence's north side. Interact with this to restore the power.

Server

Found upstairs behind a secret moving cupboard in the master bedroom closet (west side of the house). This holds the server's recordings and must be hacked. After completing objective 1, try checking out the newly-lit house in `NetHack` view; a data line is visible leading you to the hidden server.

PATHS TO COMPLETION

NOT THE DROIDS YOU'RE LOOKING FOR

Don't forget to tag and hack each robot, as they can recharge your `BotNet` or become immobilized. Need to stop one in its tracks? Tase it!

Though the routes you take to complete the two objectives vary, the order you attempt them does not. You need to optionally unlock the CCT so the skylight becomes accessible, or optionally hack the access key on the living room table so the door locks become accessible. Since you have an `RC Jumper`, you don't need to do either of these, as the vent gates are hackable. Next, interact with the ground-floor data container before downloading the server's recordings up in the master bedroom closet. Try any of the following:

A JUMPER FOR JOY

Drop the `RC Jumper` on the driveway, and follow the Protector until it crosses the threshold and the lasers disappear for a couple of seconds **(A.1)**. Drive the `RC Jumper` into the carport, head left to the CCT, and unlock the home if you need to use the skylight at some point.

Alternatively, use the `RC Jumper` to jump over the railing lasers, onto the home deck, and enter the house via any of the vent gates.

Or, move to the vent gate in the northwest part of the perimeter, and simply open it and let the `RC Jumper` into the dining room.

Open the vent gate on the ground just right of the carport, and enter **(A.2)**. If this is proving difficult, use `NetHack` to avoid any motion cameras, and work your `RC Jumper` around the interior of the ground floor to the data container. Interact with it. The home's lighting turns on.

Maneuver across the kitchen to the stairs, jumping up to the bedroom above. Dodge the Protector here, working your way past the bathroom **(A.3)** to the closet. Hack the moving cupboard, then the server, waiting until the download is complete. Then leave the area.

B HAUM STAR RUNNER AHOY!

Use the `RC Jumper` to leap over the laser railing and reach the carport. Staying off the carport, hack the carport controls, so the vehicle descends. Drive the `RC Jumper` onto the carport **(B.1)**, and raise it back up so the vehicle is upstairs (its original position). Scurry away from the patrolling Protector, then follow it down the steps into the bedroom **(B.2)**. Maneuver around the edge of the motion camera so your drone isn't discovered (`NetHack` view is essential). Then drive the drone down the stairs, across the kitchen, and to the data container. The rest of the route remains the same.

SOMETIMES USING A TOY

These path variations allow you to additionally pick up the money bag on the upper deck. You can:

Use the **RC Jumper** to unlock the CCT (giving you more flexibility if you're wanting to fly the Quadcopter)

Follow the robot on the driveway to the carport, passing through before the lasers reactivate, and unlock the CCT

Ignore the CCT or access key and hack a section of laser railing, hopping onto the ground-floor deck.

Ascend the steps (using **NetHack** view to ensure you don't step into the view of a Protector or motion camera) to the outdoor sofa seating, and snag the money bag.

At this point, if you didn't unlock the doors, you must enter using the carport (**Path B**). Your bulk makes maneuvering past the motion camera in the upstairs bedroom entrance more difficult (but still straightforward).

A SKYLIGHT TO ENJOY

Hack the CCT (either yourself or using the **RC Jumper**). Exit the restricted area, and maneuver onto the roof. Hack the skylight, drop down, and head downstairs to the data container before returning to the bedroom closet to finish the second objective.

DOORS TO EMPLOY

Step close to the laser railings on the deck, enter **NetHack**, pick the camera in the living room, and pan it to the sofa with the access code in the tablet. Hack the tablet and the laser railings, then vault over onto the deck. Move past the door with the motion camera to the rear door leading into the dining room and data container.

When escaping, you simply need to leave the perimeter circle indicated on your minimap. This is achieved by:

- Running or **driving**—simplicity itself if you used your **RC Jumper** and didn't enter the house.
- Exiting by backtracking—if you're inside the house. Start your retreat as soon as the download begins.
- Exiting via the doors—if the access key has been compromised, but watch for motion cameras alerting enemies. However, you've got what you came for, so you can be reckless.
- Exit by moving to the car parked in the upstairs carport, descending the carport elevator and **driving** to freedom!

STEALTH, NOT SLAUGHTER

If the alarm is raised, simply continue with your objectives before fleeing without delay. Both Umeni Security and the police are called. Starting a firefight with them only lengthens your escape.

TAKE A TOUR!

Why not check out the fridge, toilet, and TV after the house has been powered back on, to see the future of HAUM automation?

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HAUM SWEET HAUM

5. Operation—Swimming Upstream

OBJECTIVES

- Locate the HAUM 2.0 signal source
- Tap into HAUM's data retrieval system.
- Download HAUM's collected data.
- Leave the area.

DIFFICULTY

REWARDS

DedSec Followers: +30,000

BRIEF

Investigate the concept of "Smart Homes as a Service." Laugh.

HOSTILES

- Umeni Security Corps

LOCATION

- HAUM Data Center, northeast San Francisco.

Head to the HAUM Data Center, accessing a server box across the street (as shown). Dive into their system and see what you can find.

☰ Infiltration Points

The Data Center is an impressive and imposing brick building with a central tower, below which is the main pedestrian entrance. However, don't take the usual route in here if you can help it:

1 Harborside:

Hop over the fence or enter via the brick archways, into the main courtyard from the north or northeast side.

Street Side:

Jog around the building, and enter via an identical brick archway entrance on the southwest side.

Plaza:

Head north, then enter the interior plaza to the northwest, heading southeast. This offers a direct view of the main facility entrance.

4 Roof:

Summon a window-washer crane on the building's exterior eastern corner, riding it up to the roof.

5 Control Room:

There's a single entry point into the data center control room, on the second floor with two locked doors and a vent gate. This is where you must first head to unlock the security router.

POIs and Objective Points

1 Interior Courtyard and Collectible

Note the brick courtyard with a balcony above it on all four sides. Access this via the main entrance on the ground floor or the window-washer lift on the southeast roof area. As the second objective requires you to be within a certain radius of a download, it's worth figuring out a hiding spot here; the higher the better, if you're worried about being discovered, or on the ground if you're confident you can use cover properly.

2 3 Window-Washer Lifts

There are three of these, but only two are of real interest; one at the eastern corner of the restricted area and the other above the interior courtyard. Both are great ways to completely avoid enemies during this operation. Use Marcus or the `RC Jumper` to get on the roof, then stay there to download the data after the second objective is done.

Scissor Lift

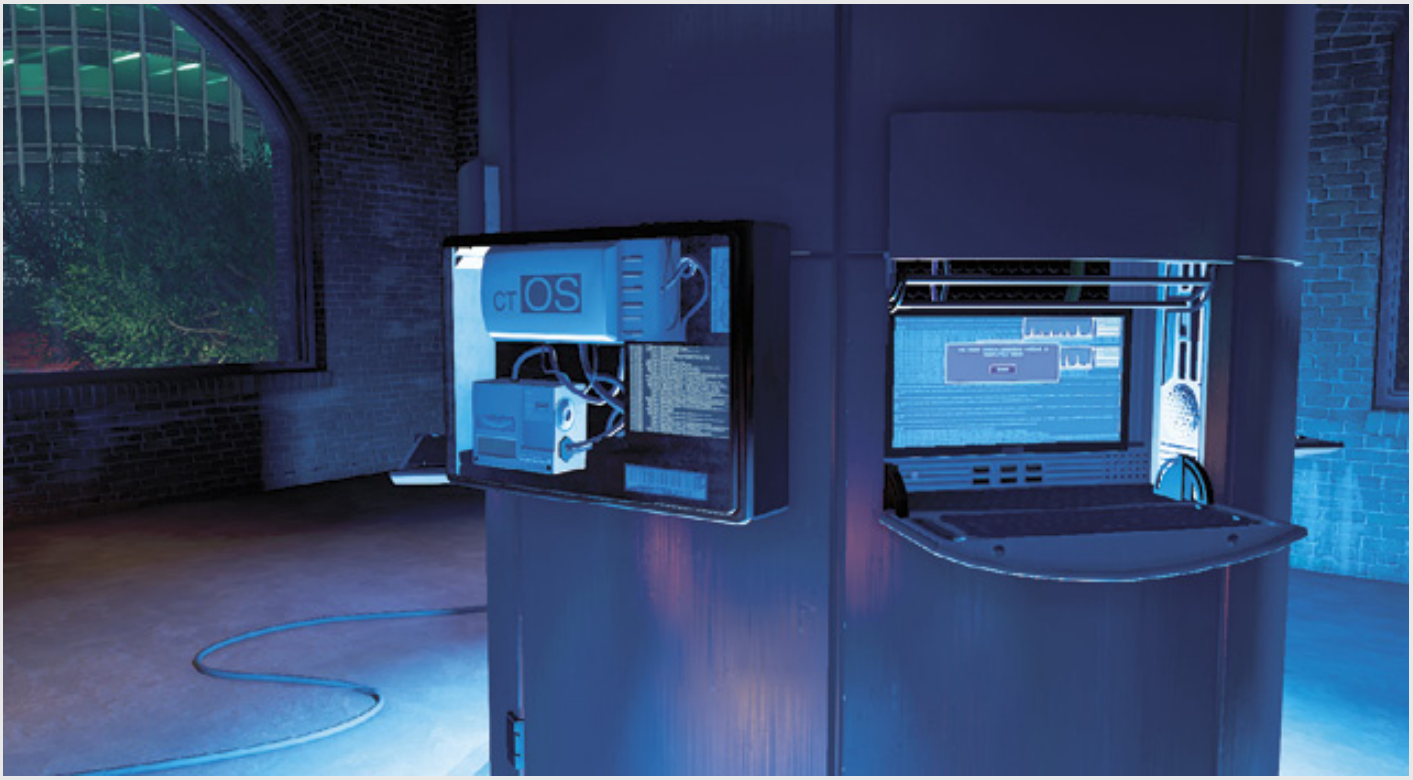
Parked in the plaza area to the west is a movable lift you can utilize to reach the server. Use this if you don't wish to employ your `RC Jumper` or Quadcopter yet. This also offers protection from guards if you raise it, but there's little possibility of escape (aside from on top of the lower archway rooftops).

Access Key (Guard)

A guard initially patrolling the courtyard below the control room carries an access key, which can be optionally hacked (as it unlocks all four doors into this structure).

Security Router

Of paramount importance is the security router, which you can hack via the `RC Jumper`, Quadcopter, or yourself.



Server Room

The second objective is to download HAUM's collected data from the server room atop the brick tower, after completing a Network Bypass. Simply hack from server tower to server tower, cycling through the cameras until you're successful. Use `NetHack` to view the six server towers you can access, though only the main server with the workers around it is needed for objective completion.

PATHS TO COMPLETION

There are easy methods to complete this and more difficult ways if you're wanting to be thorough and gather the collectible. Remember, it's worth using drones only after you remain outside the restricted area before launching them; that way you won't be caught by patrolling guards halfway through your remote infiltration.

OUT OF THE FRAY

You can stay outside the building's perimeter, throw your Quadcopter into the air, and pilot it to any of the second-floor data center windows. Ignore the guard with the access key elsewhere in the area; simply target and hack the security router using the Quadcopter. Objective complete!

Now use the Quadcopter to solve the Network Bypass; then access each of the six servers. When you finally need to step into the download radius, simply move quietly through IP 1, shut down the robot with a swift tasering, and hide at the base of the "circle and square" modern art sculpture (A.1) for the duration of the download.

REMOTE CONTROL LEEWAY

Using the **RC Jumper** is a little more involved. Drive it up the steps, dodging the guards and motion detector (or hacking them) at the main entrance **(A.1)**, optionally opening the vent gate to head into the interior courtyard. At this point, use **NetHack** to find and hack the access key from the guard if you wish. Jump onto one of the side planters near the collectible. Then jump up to the brick balcony **(A.2)**; you'll just make it! Trundle to the two locked doors to the control room **(A.3)**, hack the gate vent between them, and drive into the control room to the objective. Use the "Out of the Fray" path for the remaining objective (the Network Bypass).

UP, UP, AND AWAY

Employ the same `RC Jumper` maneuvers, but with a variation in route: Summon the window-washer cradle (eastern exterior corner). Drive the Jumper onto the cradle **(B.1)**, then raise it to the roof. Hop the Jumper off and onto the roof. Then drop down onto the roof above the brick balcony **(B.2)**. Drive so you're diagonally across from the open archway near the two locked control room doors, and leap across and down. Then enter the control room using**Path B**. You can also employ this route on foot.

KEEPING THREATS AT BAY

This plan removes all threats and gathers the collectible: Enter the main courtyard, and neutralize the foes in front of the main entrance subduing the two guards in the area. You may need to follow one of the guard's patrol paths and drop him. Creep into the interior courtyard (guards may be alert but not hostile). Head to the left (east) corner, gather the collectible by the bench, then climb the ladder. Keep an eye (using `NetHack`) on the access key guard while you nullify him and the three additional foes in this interior courtyard. With all threats removed, hack the access key, and use it to open the door.

An alternate route is to employ either drone to hack the access key guard remotely, then sneak in using one of the now-hackable side entrances. This allows you to reach the balcony around the courtyard without worrying about being spotted from above.

SCISSOR LIFT BALLET

Another (slightly deranged) way of obtaining the access code is to remove the two guard threats at the ground entrance (Path C), tase both robots, then locate the scissor lift. Hop inside and carefully move it to the side of the control room exterior wall, raising the lift so you can peer into the room. Hack the server and begin the Network Bypass.

Once you've accessed the signal source, complete the following Network Bypass. Use the Quadcopter or the remote cameras to more easily see the nodes.

NETWORK BYPASS

1: Turn x1.

```
2: Turn x2.

3: Unlock.

4: Turn x1.

5: Turn x1.

6: Unlock.

7: Turn x1.

8: Turn x3.

9: Unlock. Puzzle complete.
```

You’re in! Now optionally hack all five secondary servers, cycling through the cameras in the server room so you can see them all, and leave a rude visual present for HAUM. Remember the hackable servers show up yellow in **NetHack** view. Retrieve the data by standing close to the download radius near the HAUM tower. The safest place is on the roof, though taking cover behind the ground planter walls is another option (checking for enemies as you wait). With the data downloaded, DedSec sifts through it all as you leave the restricted area. This mission concludes.

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HAUM SWEET HAUM

6. Operation—The Horizontal and the Vertical

OBJECTIVES

- Meet up with Wrench.
- Drive to Sutro Tower.
- Reboot Sutro's system.
- Reach the top of Sutro Tower.
- Align transmitter toward WKZ.

DIFFICULTY

REWARDS

DedSec Followers: +87,000 Fidel Cap WKZ

BRIEF

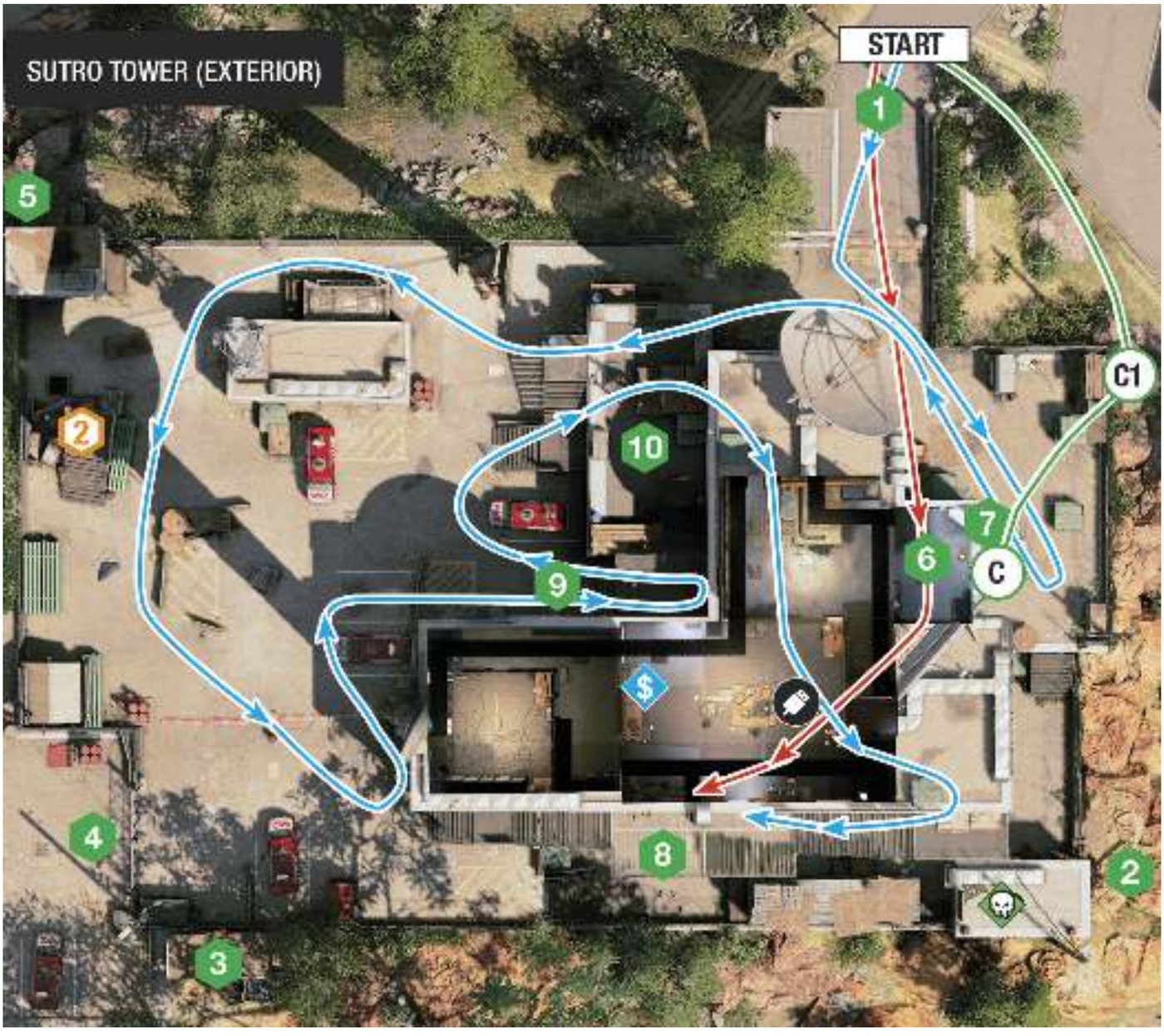
Hack into the launch of HAUM 2.0 and show the users the BS they're really buying.

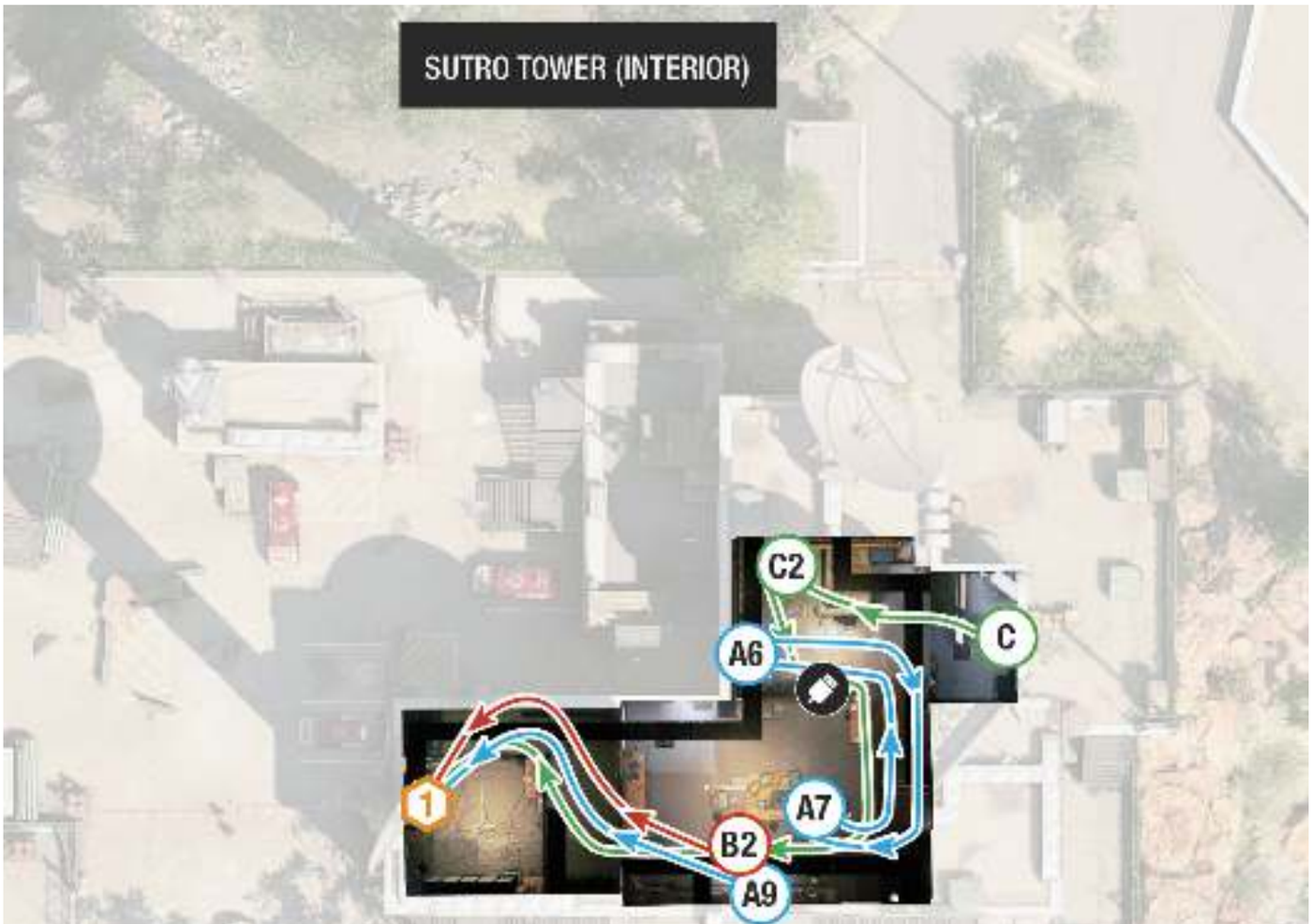
HOSTILES

- Umeni Security Corps

LOCATION

1. Wrench's Garage, two blocks west of South Park, San Francisco.
2. Sutro Tower, hills south of San Francisco.


SUTRO TOWER (EXTERIOR)
START
1
5
C1
2
10
7
6
C
9
$
4
8
2
3


SUTRO TOWER (INTERIOR)
C2
C
A6
1
A7
B2
A9

Drive back to Wrench's garage. He's acquired a WKZ van. After planning your vacation, drive up the twisty road to Sutro Tower. Get out and start to plan the following infiltration:

☰ Infiltration Points

This compound has a large number of outer and inner infiltration points to consider:

1 Northeast Security Cabin:

This is the nearest entrance to your mission start and is overseen by a guard who patrols the cabin and the pathway southwest of the cabin. It's the "usual" insertion point to this facility. Note you can jump over the rocks outside the perimeter fence using the **RC Jumper** with the enhanced Jump skill.

2 Rocks and Barrel Storage Shed:

Use the rocky outcrop on the edge of the perimeter fence to easily scale the roof of the concrete shed in the southeast corner of the grounds. Note that the **RC Jumper** can leap the wire fence at this point (with an enhanced Jump skill).

3 Pallets to Container Truck Roof:

This area to the southwest allows easy access (or views) into the main parking lot. Because the truck isn't technically inside the restricted area, the guards won't become violent, though they can become aware of your presence. There's also a gap in the fence just left of the container truck, allowing access to the parking lot.

4 Main Vehicle Entrance:

The driveway ends at this point, at a smaller parking lot and the building's main loading docks and parking area. This area is open, making it tricky to navigate without being seen, but there are numerous hackable objects to divert attention, such as the forklift, transformer vault, junction boxes, and gates.

5 Storage Garage Scaffold:

Follow the perimeter fence to the northwest corner of the facility. Climb on some low scaffolding to reach the roof of a small storage garage. This is a good spot from which to watch proceedings, snipe, or flee to and from, as you can enter and exit from this point. Take note of this as a possible escape route.

Once you’re inside the perimeter, learn the additional infiltration locations to utilize.

6 Roof Ladders:

Two ladders leading onto the roof are accessible from IP 1 and provide immediate access to the roof. Consider them an excellent method of gaining height, though watch for two patrolling guards once you’re on the roof.

7 Motion Detector Door:

The northeast corner of the control building has a well-guarded door. A motion detector is above the door, and a guard patrols the side yard. Note the floor vent gate just left of the door. Simply hack this to gain easy access to the lower interior stairwell.

8 South Gantry Stairs:

This is another method of entering the roof (from IP 2 via the low storage roof and pallets to the midway part of the gantry and IP 3). It is usually guarded by a foe near IP 3, and a roof guard periodically descends the stairs. This allows access into the upper interior control room—your objective location—though the door needs to be unlocked from the roof.

9 Parking Lot Steps Entrance:

The steps lead to a door that is easily hacked and can be entered via this partly enclosed concrete steps from the parking lot. It takes you to the lower interior stairwell.

10 Roof Ladder and Motion Detector Door:

The low building roof overlooking the parking and unloading yard has two possible IPs—some wood planks and scaffold to a roof ladder, as well as gantry stairs leading up to a door with a motion detector above it. Watch for a guard on the low roof, another on the high roof, and more in the yard, making this a tricky IP. If you want to enter the control room without needing to unlock any closed circuit boxes, this is the door to take.

POIs and Objective Points

Closed-Circuit Terminal (Lower Interior Stairwell)

A guard with a shotgun is positioned in this interior stairwell, patrolling the metal stairs to IP 7. The box only unlocks a single interior door at the top of the upper stairs here, which leads into the control room, so this isn't a mandatory hack.

Closed-Circuit Terminal (Upper Roof)

Found on the roof and patrolled by two guards, this box connects to the door on the gantry stairs to the south (IP 8). It's a good choice to hack, as it allows quick and (relatively) easy access into the control room. Note the two AC ducts, one near a ladder to the gantry stairs and the other across from the closed-circuit box overlooking the west parking yard: Both allow the `RC Jumper` or Quadcopter access into the control room.

Data Container (Interior Control Room)

You're aiming to reach this location, either on foot or by using your `RC Jumper`. The reboot of Sutro's system occurs here, inside a server cage on the control room's western side.

PATHS TO COMPLETION

There are many ways to secure Sutro Tower. Here are some of the finest:

A PURE MUSCLE

RECOMMENDED

GHOST=100%, TRICKSTER=0%, AGGRESSOR=0%

This path single-handedly allows you to neutralize all guards using strangulation and allows you to unlock both CCTs and obtain any **collectibles**. Begin by sprinting across to IP 1. Wait around the corner for the guard to enter the security hut **(A.1)** and strangle him.

Quickly move left, passing the two ladders to the roof. Strangle the guard when his back is turned. He is between the two sets of cement bag pallets **(A.2)**. Do this before he reaches his stationary guard post below the motion detector and door in the grounds' northeast corner.

Head back toward the security hut, and climb the ladder by the pile of rubble **(A.3)**. To the left is a guard on the concrete deck overlooking the parking yard. Strangle this chump, then vault over the railing at the top of the metal stairs, right of the parked van. Your next victim is the guard standing at the far side of the parking yard. Head right, then straight (east), passing between the back of the garage (left) and perimeter fence (**A.4**). Turn left (directly under the Sutro Tower mast), and take cover behind the concrete barrier and wire spools. Use cover, sneak around the pallets, and throttle him!

Head southeast across the yard between the vans to the metal stairs leading to the roof. There's a guard patrolling here, so hug the main building corner to the left **(A.5)**, dart out, and grab her. Backtrack around the building and head north to the hackable door (that doesn't require a CCT to unlock) under the metal deck **(A.6)**. Hack it from a distance. The guard inside is startled but tends to move away. When his back is turned, enter the stairwell, throttle him, and unlock the CCT.

This opens the door atop the stairs that leads into the control room. Hack it, use cover on your right as you head up the stairs, then sprint right and enter the control room **(A.7)**.

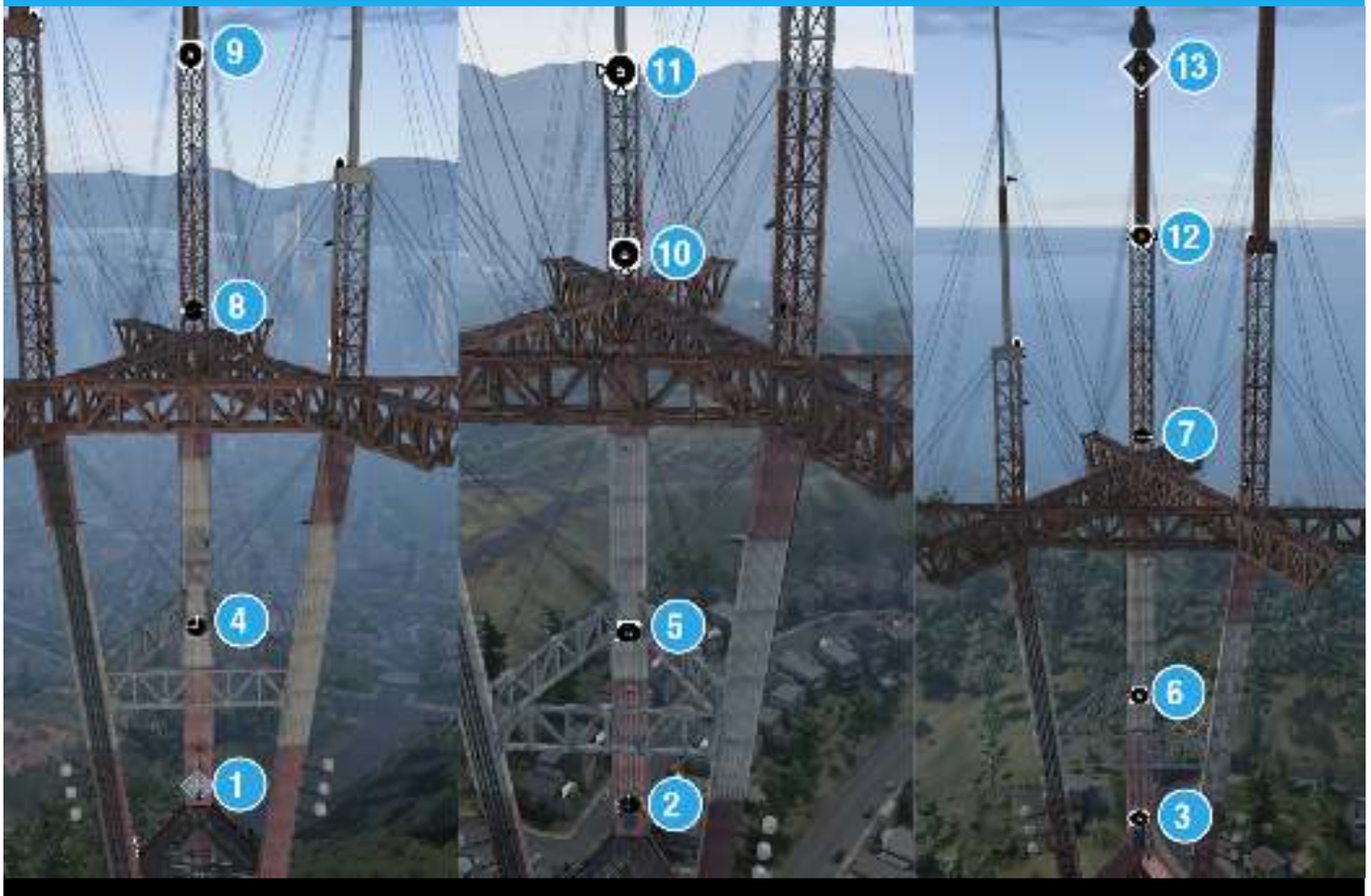
You're almost done: Backtrack out to the yard, head up the metal steps near the van to the concrete deck, and use the ladder above the scaffold and wood platform to reach the roof's north end **(A.8)**. This provides better cover so you can easily sneak up behind and strangle the last guard near the other CCT here. Now grab the key data and collectible, before unlocking the second CCT, hacking the other door (on south gantry stairs, **A.9**) to the control room, and completing the objective. Nice work!

B PURE HUSTLE

This minimizes casualties and maximizes stealth. Rush IP 1, sneak past (or tase) the guard at the security hut, then climb the two ladders **(B.1)**. Either tase or subdue the roof guard. When the second guard heads up the south gantry stairs, step out and subdue him too. Gather the key data while you're up here.

Optionally hack the CCT on the roof (especially if you wish to reach the objective on foot). Move to the roof's southwestern end (under one of the giant footings of Sutro Tower) and produce the `RC Jumper`. Move it to the AC duct on the roof's south edge **(B.2)**. Drive into the duct and hack the grill so you drop into the control room.

NETWORK BYPASS



1: Unlock.

2: Turn x1.

3: Unlock. Turn x2.

4: Turn x2.

```
5: Unlock.

4: Turn x1.

6: Unlock. Turn x1.

7: Turn x1.

4: Turn x2.

8: Turn x1.

9: Unlock. Turn x3.

5: Turn x1.

10: Unlock. Turn x1.

11: Unlock. Turn x3.

12: Unlock.

13: Cycle to top camera. Unlock. Puzzle complete.
```

If you see an additional guard in here, be very careful in your maneuvering: wait for him to patrol past the duct you're hiding in, or dash out and hide under an office table. Then speed into the server room to hack the objective data container.

The same route can be attempted on foot, too. Expect the remaining foes to be alerted after the objective.

C JUMPER RUSTLE

Need complete remote domination? Move on foot to the northeast area outside the perimeter so your `RC Jumper` is never out of range. Drive your `RC Jumper` onto the rocks and over the fence **(C.1)**. You'll need the enhanced jump for this. Or you can scoot by via the security hut. Then head to the ground vent between the two cement bags, by the door with the motion detector (northeast exterior). Open the vent and trundle inside and up the stairs. Jump on the mechanical equipment behind the guard in the stairwell area **(C.2)**.

Distract her by hacking either exit door or with a phone call; then scoot in and hack the CCT. Drive up the stairs to the now-hackable door. Open it, dash into the control room, and head straight for the server room.

AVOIDING THE BUSTLE

Another option is to drive your `RC Jumper` directly onto the roof by either jumping onto the cabin along the south perimeter (to the south gantry steps) or `driving` up the steps from the southeast corner. Locate the AC vent on the railing side, looking north over the western parking yard. Open the grill and drop down the vent. You land in the duct work. To the south (inside the duct) is access to the interior stairwell and CCT. To the north, then west is access to the control room. Keep going to the second opening on your left; you can drop into the server cage room completely unnoticed and complete the objective.

A BIT OF A TUSSLE

What happens when it all goes horribly, horribly wrong? There are two locations where you have decent cover and can manage enemies attempting to outflank you.

The first is the main roof's western side, close to one of the tower pillars. You can manage enemies coming up all the ladders and the gantry stairs and still remain in cover. If you arrived here by bike, move to IP 1.4 and drive the bike up the south gantry stairs. Don't forget to leave proximity traps for anyone brave enough to scale the ladders!

The second is IP 5. This storage garage in the northwest corner of Sutro Tower offers a view of the driveway where reinforcements may be arriving and views of the roof and most entrances. It is also a good place to flee to or advance from.

With the system rebooted, head to the elevator and ride it halfway up the massive communications tower. Note the elevator objective is in the northwest corner of the restricted area. The easiest way to reach it is to remain outside the perimeter fence, and access it via IP 5 (the storage garage scaffold).

Climb onto the elevator and ride it up. Any foes not subdued are still active, so be careful!

At the top of the elevator is a Network Bypass requiring some Quadcopter vertical flying. No drone? Then use the cameras (you must hack the camera at the highest point in the tower to complete the puzzle anyway). Solve it as follows:

Now move the dish to align it with the WKZ studio. With the rest of the crew at Sutro Tower, you watch a live TV demo of HAUM that goes slightly awry. This operation now concludes.

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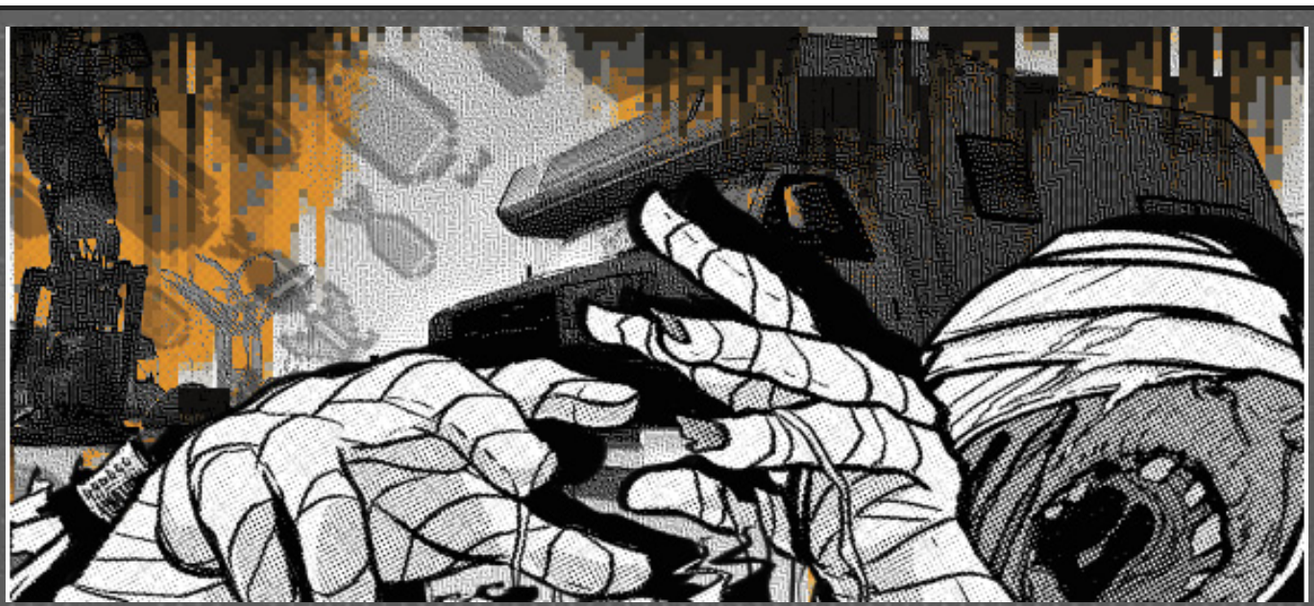
LOOKING GLASS

Operation Overview



OBJECTIVES

- Meet Sitara and the others at the Hackerspace.
- Access the elevator to the CEO's office.
- Escape !Nvite.
- Meet DedSec at the Hackerspace.
- Complete the Hacker Challenge.

DIFFICULTY

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LOOKING GLASS

1. and 2. Operation—Trouble at Home and Invite To Mayhem

OBJECTIVES

- Meet Sitara and the others at the Hackerspace.
- Access the elevator to the CEO's office.
- Escape 9vite.

DIFFICULTY

REWARDS

DedSec Followers: 0 9vite Swag Grey Cardigan

BRIEF

There's trouble at the Hackerspace and you need to figure out what's happening—fast.

Someone is using deactivated and inert accounts at social media giant 9vite to bolster DedSec's numbers. Time to figure out who and why at 9vite.

LOCATION

1. Hackerspace (DedSec HQ), Mission Dolores Park, San Francisco.
2. 9vite Headquarters, three blocks northwest of Hackerspace, San Francisco.

☰ Infiltration Points

You're investigating the offices of 9Vite, and in particular the accessible building in the northwest part of the block the offices are located on. There are no enemies; this is a simple infiltration.

1 Front Doors (Northwest):

Located on the northwest perimeter by the main street, these three doors require an access key to open. Handy, then, that you can use the remote security cameras to quickly find the laptop in the lounge, hack it remotely, and make this an easy infiltration.

2 Deck Gardens (Southeast):

The two doors accessible from the deck and recreation gardens outside the building, close to the steps with the huge 3Nite signs, are both locked and need an access key. However, the two vents above the doors allow you to maneuver a drone in here to obtain the key remotely.

3 South Building Stairwell:

Opposite the deck gardens doors is an interior stairwell and a bridge leading to the upper floor of the 9Nite offices. Though the door needs hacking with an access key, the floor vent around the corner (opposite the doors) does not and provides a great insertion point for your RC Jumper.

? POIs and Objective Points

Access Key (Laptop)

This access key is in the lounge near the "#Coffee Break" area in the central-western part of the ground floor. You must hack this. Use a drone (sent through one of the vents). All doors are now accessible.

Closed-Circuit Terminal

On the wall inside a small enclosed office along the northeast perimeter wall of the upper floor, in the "#Tech Support" area, this provides power to the elevator. You must unlock this, either on foot or with the RC Jumper.

Elevator

Found in the main lobby, this takes you to the CEO's office. Unlock the CCT to power the elevator. You must access this objective on foot; the Jumper is too tiny to reach the elevator panel.

PATHS TO COMPLETION

As this isn't a restricted area, and you're under no threats from enemies, this is an easy sortie. Here are a couple of favorite ways to enter the premises.

INVITE ME IN

You'll be returning to this area later into your operations, so you may wish to learn the layout of the entire building interior now, while there are no threats to trouble you.

REMOTE CONTROL

GHOST=20%, TRICKSTER=80%, AGGRESSOR=0%

RECOMMENDED

From Infiltration Point (IP) 3, launch the RC Jumper through the ground vent, up the stairwell, and across the bridge (**A.1**), into the interior's upper floor. Cross the shiny floor (**A.2**) heading northwest, then turn right (northeast), hack the tech support office (**A.3**), enter, and unlock the CCT.

Backtrack, then jump over the balcony into the main foyer. Head right into the lounge, and hack the laptop with the access key on it. Now hack any open door on foot, and move to the elevator in the foyer.

OUT FOR A STROLL

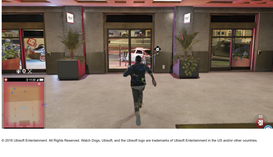
GHOST=80%, TRICKSTER=20%, AGGRESSOR=0%

RECOMMENDED

Jog around to the front of the building and IP 1. Stand by the front doors, use a remote camera to find the laptop in the lounge, and hack the access key. Open the door, jog straight to the stairs right of the central elevator, then go up to the second floor (**B.1**). Jog around to the tech support office, hack open the door, unlock the CCT, then drop over any balcony to the lobby and summon the elevator.

Your snooping is interrupted by a guy with a man-bun—the CTO of Blume. After a discussion that gets a little heated, you realize Blume is using DedSec for his own nefarious schemes. And now there's a warrant out for you. The conversation begins poorly and ends badly; the police are storming the building looking for you!

With the SFPD station around the corner, and four police vehicles parked outside the north entrance, it's time to flee. Exit via the southeast doors, and locate a vehicle immediately (not a police one)! Then take evasive maneuvers as you've previously learned, until you lose the cops. However, it's going to take more than hiding in a garage to absolve you of your notoriety now. It looks like DedSec's going to have to disband for a while.



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OBJECTIVES

- Meet DedSec at the Hackerspace.
- Explore Swelter Skelter.
- Complete the Hacker Challenge.

DIFFICULTY

REWARDS

DedSec Followers: +200,000 Swelter Outfit Sun Cap

BRIEF

DedSec got f-ked. Big-time. We've got to find a way to get it back together and survive this as a team.

HOSTILES

Hostiles

LOCATION

- 1: Hackerspace (DedSec HQ), Mission Dolores Park, San Francisco.
- 2: Swelter Skelter, not San Francisco.

Back at the Hackerspace, you present a plan to clear the air—losing yourself in the debauchery of the Swelter Skelter festival. After arriving, the crew splits up, and you can explore the desert as thoroughly as you like. The place is full of optional folks to interact with and talk to. There are no maps. No apps. Just a bunch of weirdoes taking mind-altering substances.

As you wander, you have four objectives to reach, in any order.

Talk to Josh and his new ladyfriend.

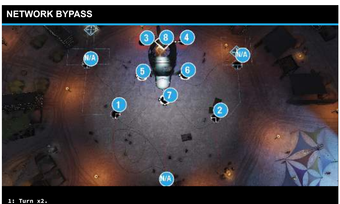
Locate Horatio hacking the music.

Find Sitara working on her wall art.

Encounter Wrench at the fight dome.

Once you've found everyone, you're invited to the central part of the festival—the giant Jabberwocky, where a hacking competition is about to start. A drone is thrown into the air. Hack the server atop the monster's head to begin the following Network Bypass:

NETWORK BYPASS



1: Turn x2.

2: Turn x2.

3: Turn x2. Reboots in 60 seconds.

4: Turn x2. Reboots in 60 seconds.

5: Unlock.

6: Unlock. Turn x3.

5: Turn x1.

1: Turn x3.

2: Turn x1.

7: Unlock (when moving node connects). Turn x2.

8: Rebooting node reboots in 60 seconds.

1: Turn x3.

2: Turn x1.

3: Turn x3.

4: Turn x3.

8: Unlock. Puzzle complete.

After setting fire to the Jabberwocky, the ringmaster of this mindf**k shindig offers you the grade A contents of his bag. Sitting cross-legged around the fire, this dreadlocked geezer starts talking about everything. And nothing. The Bellwether program? Giving Blume a swift steel kick in the peanut sack? Everything starts to seem a little trippy.

Waking up in the sand, and fleeing the tattooed bride of Ragnarok, you take Raymond Kenney back to the Hackerspace, where he's greeted like a weirdo bum, until Josh recognizes who he is and gets all "huggy." Welcome the newest member of your team. The operation now concludes.

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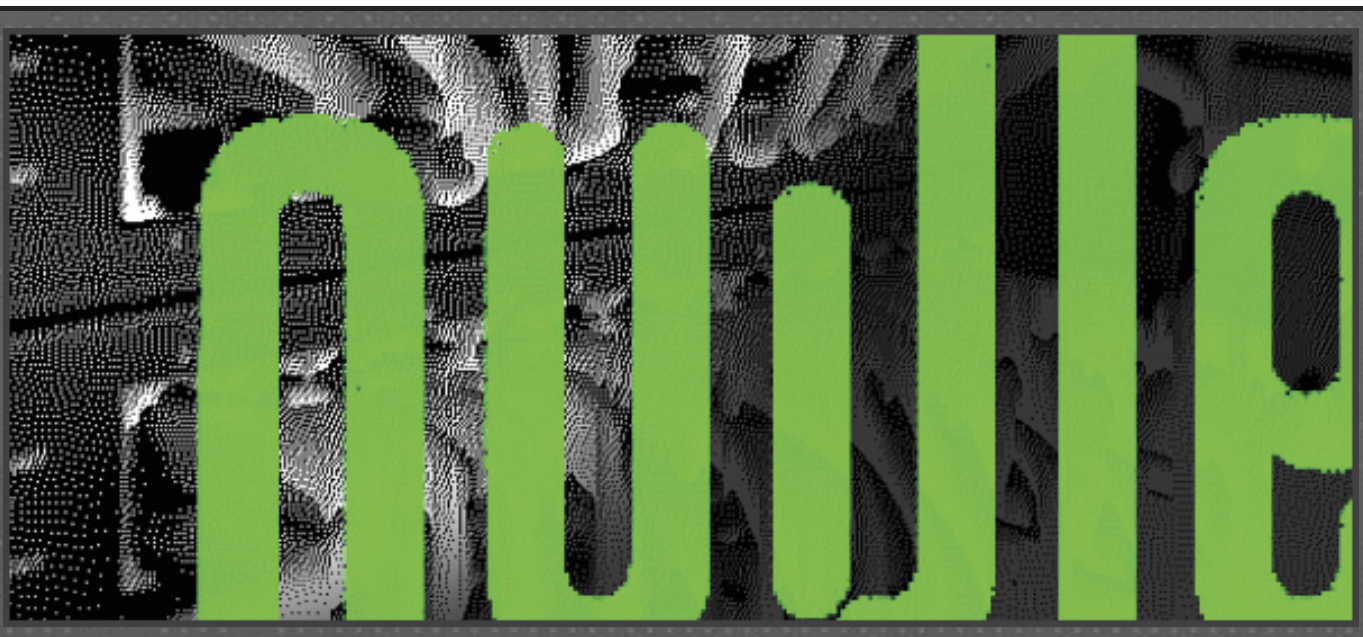
LIMP NUDLE

Operation Overview



OBJECTIVES

- Meet Ray at the Hackerspace.
- Meet Horatio at the clothing store.
- Take the Nudle bus.
- Complete bus route to Nudle Campus.
- Follow Horatio.
- Install a backdoor into Nudle.
- Access Nudle's server farm.
- Locate the central server.
- Plant a backdoor on the central server.
- Meet Horatio outside Nudle.

DIFFICULTY

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LIMP NUDLE

1. Operation—Second Wind

OBJECTIVES

- Meet Ray at the Hackerspace.

DIFFICULTY

BRIEF

With Raymond f'ing Kenney on our side, we've got what it takes to go after Blume. Ray and Sitara seem to have the first step figured out.

LOCATION

- Hackerspace (DedSec HQ), Mission Dolores Park, San Francisco.

Meet up with Ray back at the Hackerspace. He calms you down; in order to get to Blume, you need to build up your knowledge. Why not start with one of the big shot data harvesters, your friends at Nudle? As the information they accrue is sold to Blume, gathering this data could help you significantly. But as Horatio says, you can't hack Nudle unless you get into the server farm. To do that, you need to work with Horatio—already a Nudle employee—on infiltrating the campus. The plan is to get there under the guise of being one of their bus drivers.

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LIMP NUDLE

2. Operation—Alphabet Soup

OBJECTIVES

- Meet Horatio at the clothing store.
- Take the Nudle bus.
- Complete bus route to Nudle Campus.
- Follow Horatio.
- Install a backdoor into Nudle.
- Access Nudle's server farm.
- Locate the central server.
- Plant a backdoor on the central server.
- Meet Horatio outside Nudle.

DIFFICULTY

REWARDS

DedSec Followers: +200,000 Nudle Car Nudle Swag Dev Team Short

BRIEF

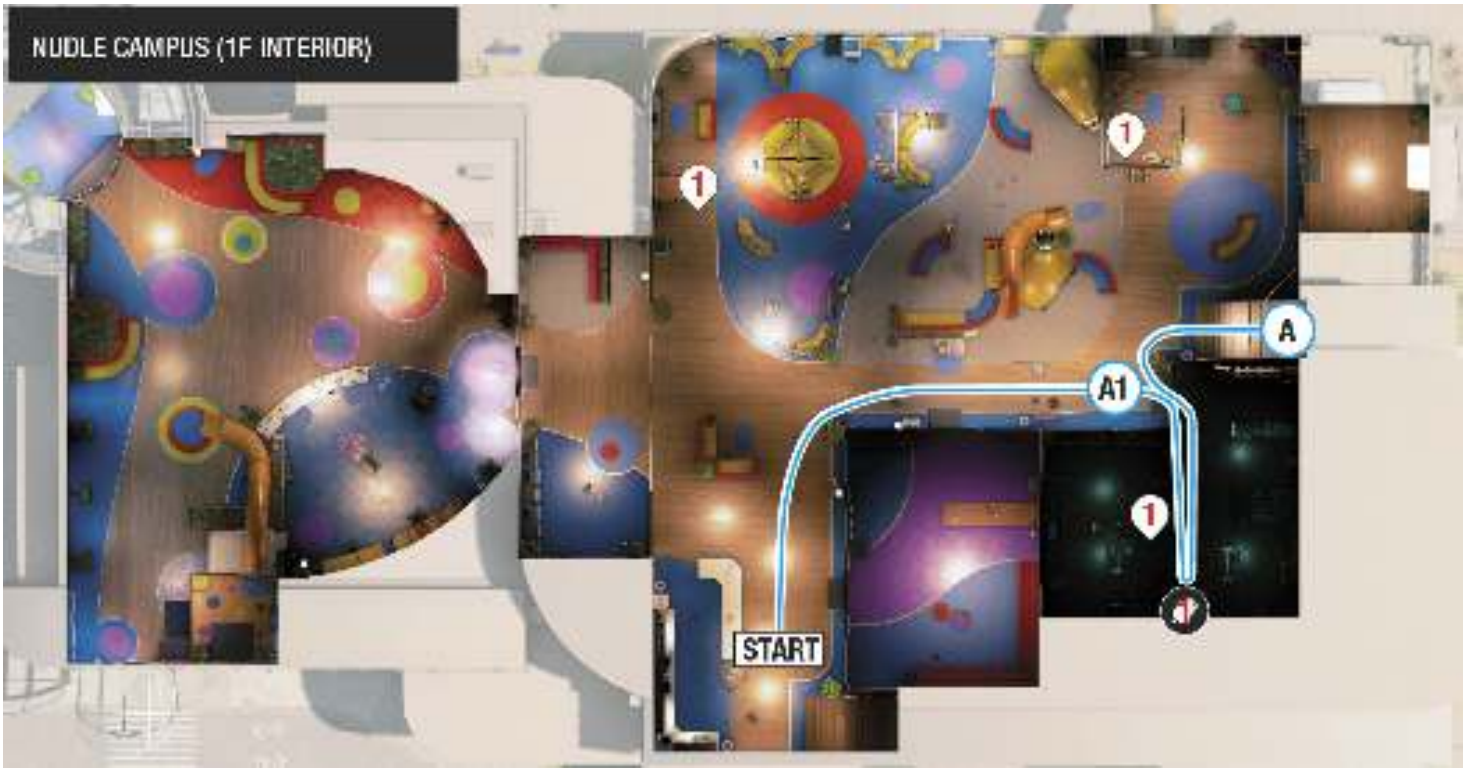
Nudle and Blume seem to be exchanging user data, but good news…a bug in Nudle's server farms might give us our first shot at taking down Blume.

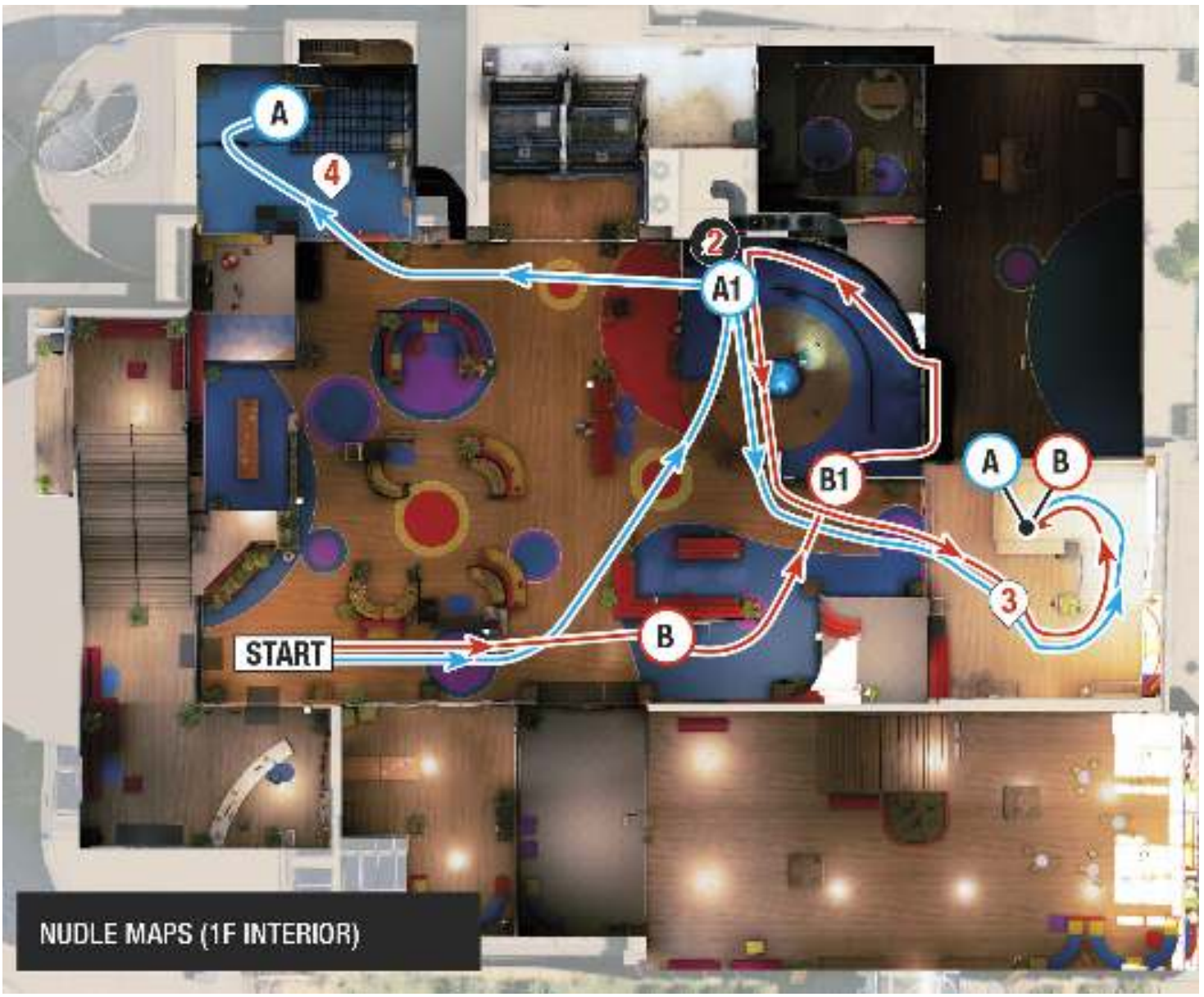
HOSTILES

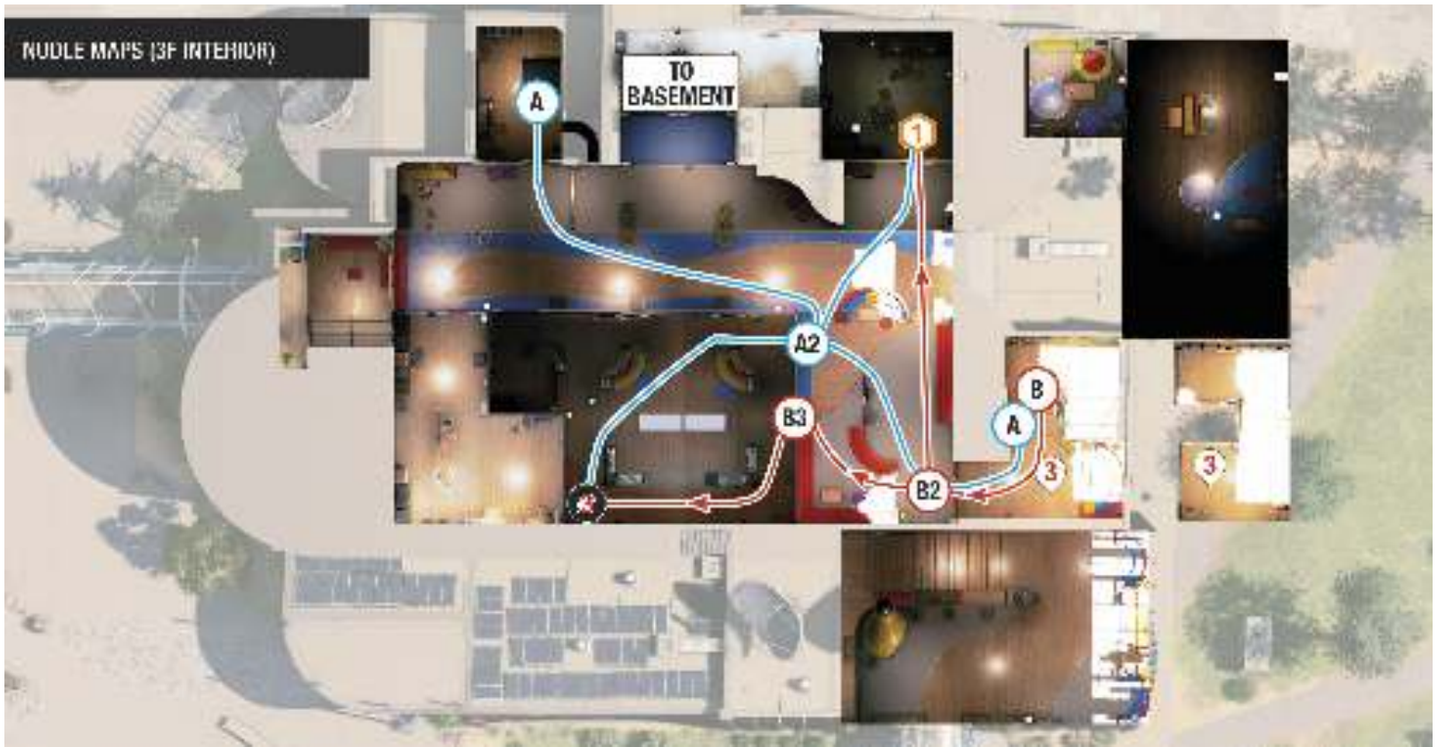
Umeni Security Corps

LOCATION

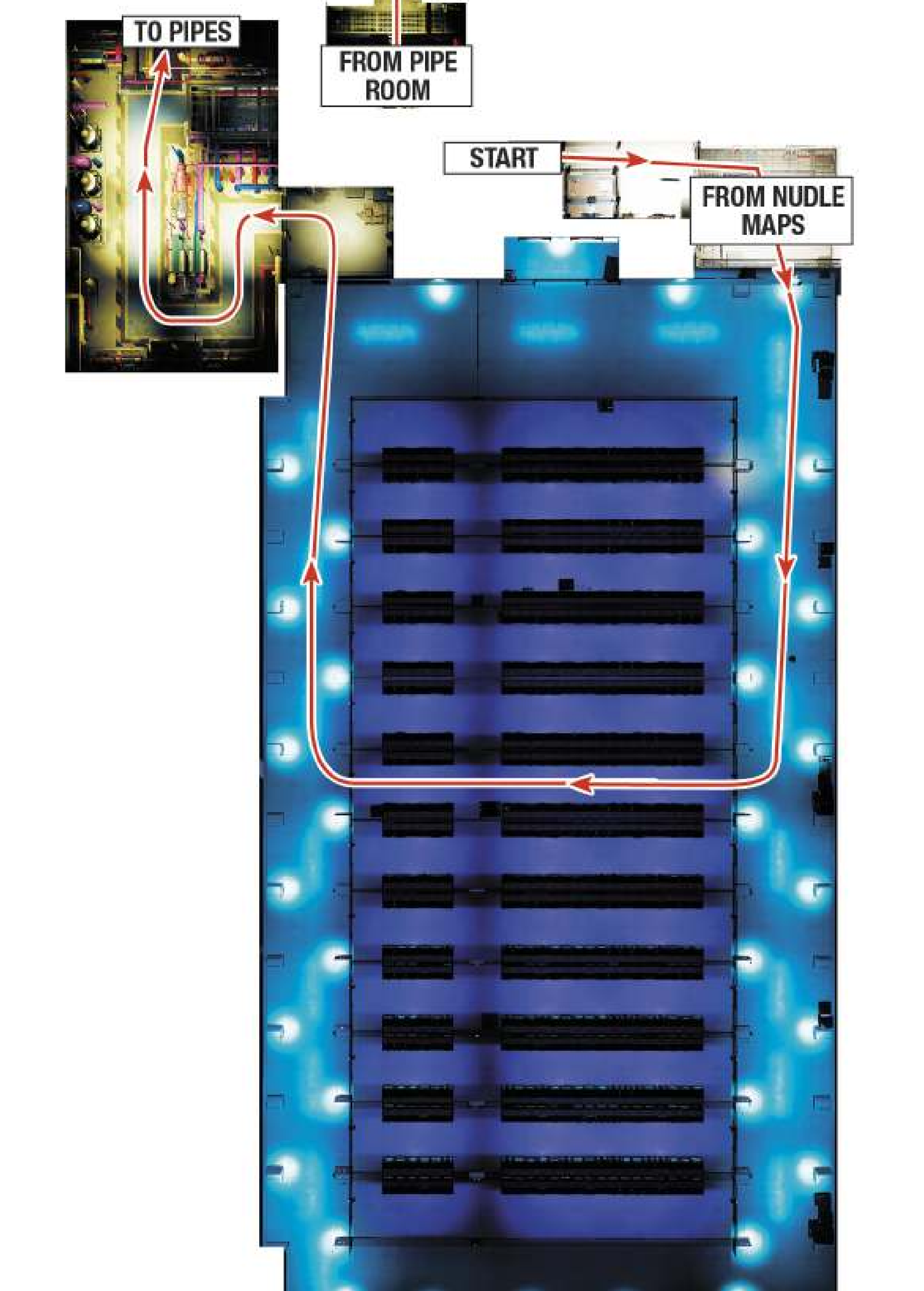
1. Stache & Vine `Clothing` Store, one block west of Mission Dolores Park, `San Francisco`.
2. Nudle Bus Depot, under the freeway, two blocks southeast of Mission Dolores Park, `San Francisco`.
3. Bus Stop: Just south of SFMOMA, `San Francisco`.
4. Bus Stop: One block northwest of `Stanford University`, `Silicon Valley`.
5. Nudle Main Campus Building, `Silicon Valley`.
6. Nudle Maps Building, `Silicon Valley`.


NUDLE CAMPUS (1F INTERIOR)
1
1
A
A1
1
START


A
4
2
A1
B1
A
B
3
START
B
NUDLE MAPS (1F INTERIOR)



NUDLE CAMPUS (BF INTERIOR)


TO PIPES
FROM PIPE ROOM
START
FROM NUDLE MAPS

Head over to the **clothing** store, meet up with Horatio, and drive both of you to the Nudle Bus Depot. Horatio has already gained access to the bus. You just need to get in and drive it.

Assuming you don't make any bad **driving** decisions, it is a straightforward plan to drive a few blocks northwest to the first bus stop, pick up some Nudle employees, gain an insight into their pretentiousness, then drive them roughly south to the next stop, one block northwest of **Stanford University**. These employees are "literally" the worst. Now drive to your final destination—the sprawling Nudle campus. Get off the bus, and follow Horatio into the building. After a small altercation with Brodie, a fellow employee looking to pin some dirt on Horatio, you're left to your own devices.

Horatio lets you know the elevator maintenance area on the second floor of Nudle Maps is the place from which to reach the servers, but the place is locked up tight. The first plan is to acquire an access code that can get you into the Nudle Maps building.

ACCESS CODE HACKING

The access code you require in order to fully explore the Nudle Maps building is located inside a restricted area office on the second floor of the main campus building (in the southeast corner). There are two restricted area rooms here. Naturally, there's more than one way to hack this code (though you can't hack through the office windows).

SCISSOR LIFT CONTROL

There's a second method of gaining entry into Nudle Maps; by locating the scissor lift in the grounds of the campus, and using it to raise yourself up to the Roof Access (Northeast) area.

POIs and Objective Points

Nudle Employees

Chat with any of the four employees who want to speak to you about life working for this wonderful corporation.

1 Laptops

There are some laptops you can hack to find out more about the inner workings of this place. None are mandatory to find.

2 Nudle Slides

Using the slides on the upper floors for a quick exit to the ground floors is more exciting than you were expecting!

Access Key

Stored on the laptop in the locked office, in the southeast corner of the upper floor. This can be hacked by you or either of your RC devices.

Closed-Circuit Terminal

If you're wanting to manually enter the second-floor office where the access key is, you need to physically unlock this terminal in a darkened office room on the ground floor, directly underneath the restricted areas above. This, too, is a restricted area, with a motion detector at the door and a patrolling guard. However, stealth or the `RC Jumper` can circumvent these obstacles.

PATHS TO COMPLETION

Closed Circuit Terminal section

A USING YOUR NOODLE

Hack the motion detector above the door **(A.1)** so it deactivates for a moment (or use `NetHack` and step through when the detector scanning cone moves out of your way). Enter the office, and throttle the guard without attracting anyone; watch his patrol and enter when he's facing away from you (or distract him by sparking the junction box). Hack the laptop, then quickly unlock the CCT and retreat the way you came.

B USING YOUR JUMPER

Enter the purple-floored conference room adjacent to the guarded office, and open the ground vent. Use the `RC Jumper` to trundle through into the office, using `NetHack` so the guard is facing away from the vehicle. Move around the desk (hacking the laptop), avoiding the guard, so you reach the CCT. Unlock it, and trundle back to the conference room.

PATHS TO COMPLETION

Access Code section

A USING YOUR NOODLE (PART 2)

Head upstairs to the room with the door you can now access **(A.2)**, adjacent to the office where the access key is. The guard here can easily raise the alarm, so spark the junction box, opening the door when he investigates; explode the junction box or quickly dash in and subdue him with a strangle. Then simply enter the office **(A.3)**, hack the laptop for the key, and leave the building via any exit.

C USING THE VENTS

Circumvent the CCT entirely: Upstairs, there's a large executive office **(C.1)** in the floor's northwestern area (with a laptop to hack). Enter and produce either the `RC Jumper` or drone. Open the AC vent on the ceiling, just above the long bookcase. Pilot your vehicle into this vent.

Follow the vent as it winds through the upper floor, until you're above the restricted area office with the access code **(C.2)**. Check the minimap to confirm your craft's position. Open the vent that allows you into the office, but remain on the vent lid; just hack the access code from the vent before returning to the executive office. You can now head to Nudle Maps whenever you wish.

Another amusing plan is to unlock the **Social Engineering** Research skill “APB: Suspect Located”, and call the cops on one of the members of the meeting (through the glass door) and step through during the commotion to retrieve the key.

☰ Infiltration Points

NUDLE MAPS

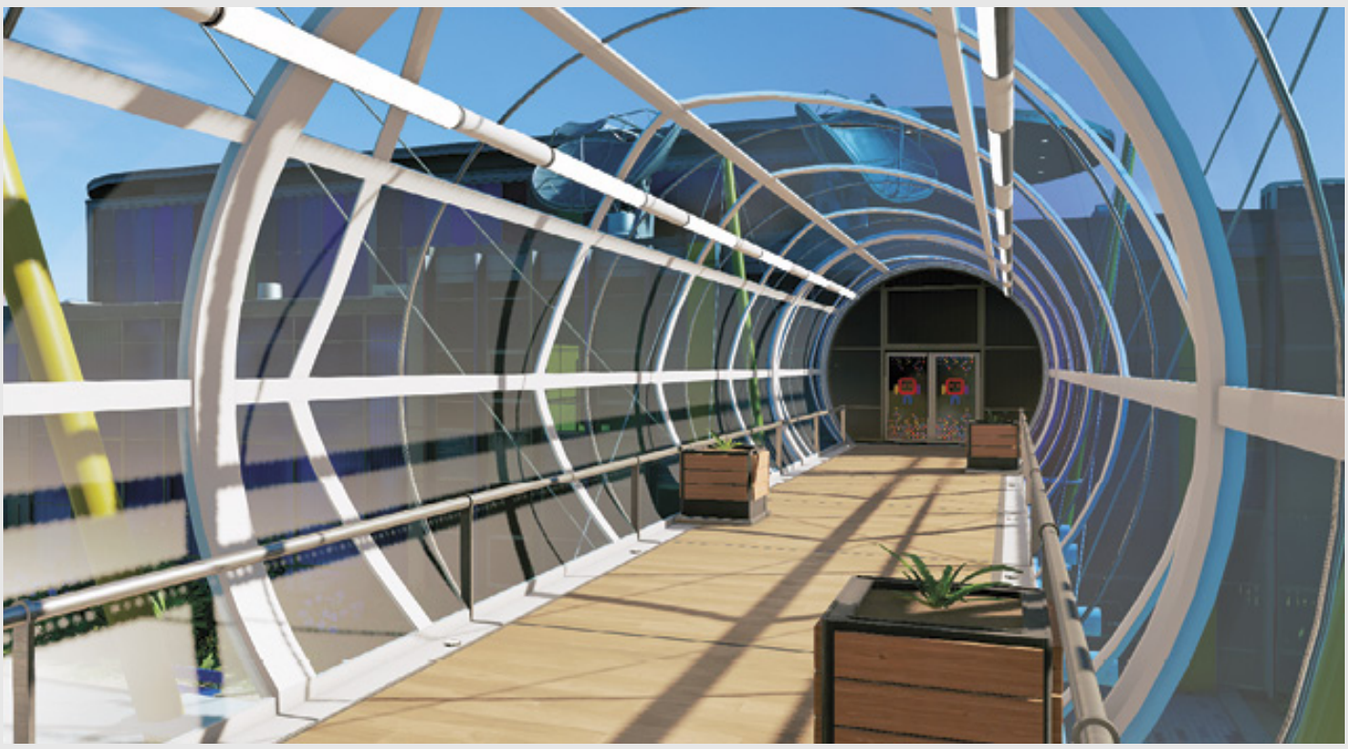
Proceed across the main campus exterior grounds, heading northeast to the Nudle Maps building. There are several infiltration points to consider:

1 Main Entrance (West):

The corner entrance in the western part of the Nudle Maps building perimeter is the usual place to enter. It offers quick access to the ground floor, where you find your next closed-circuit terminal.

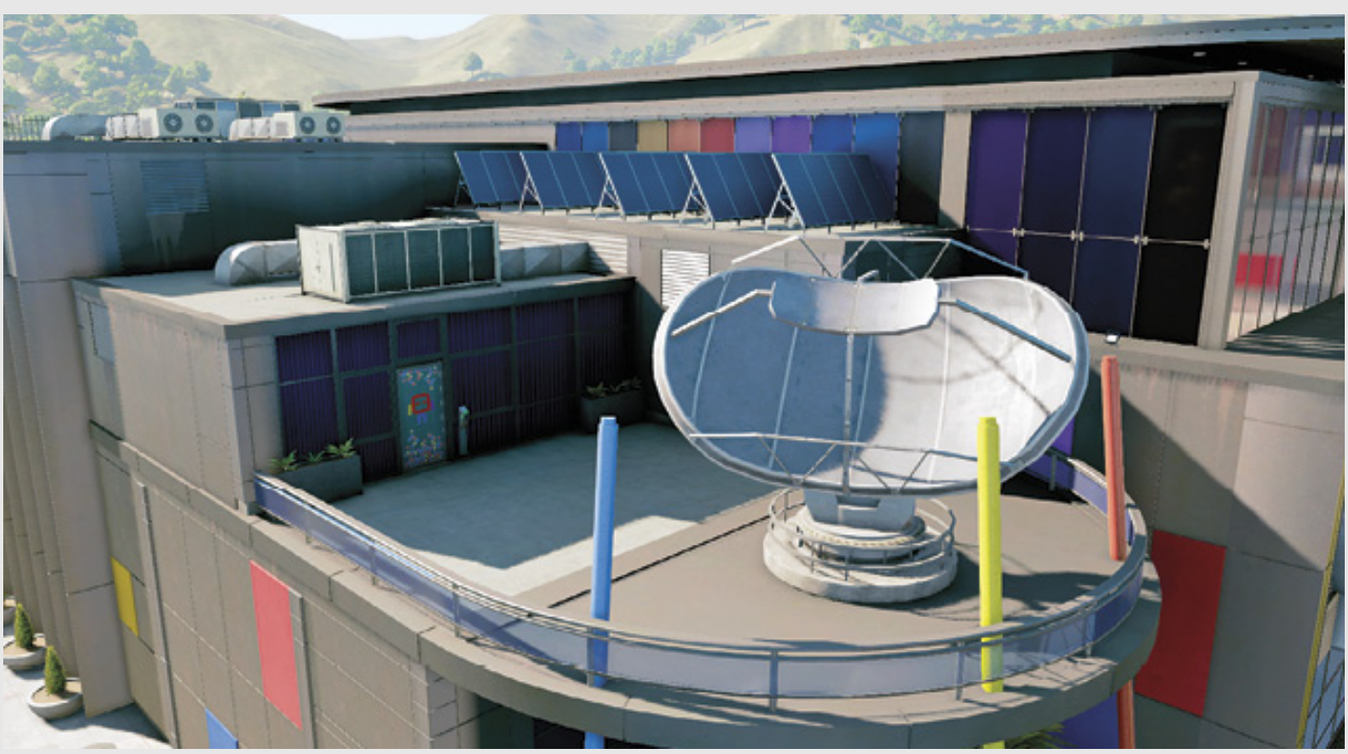
2 Glass Tube Bridge (Northwest):

Enter the northern campus structure, climb the stairs, and gather the collectible. Then cross the glass tube bridge and enter Nudle Maps via the second floor, where a second collectible is located. Then head down the stairs to Infiltration Point 1. Explore here to easily gather the collectible goodies.



3 Roof Access (North):

This curved overhang with the satellite dish is only accessible from inside Nudle Maps. Exit here if everything is turning a little too violent and you need a place to hide. This is also the place to utilize your **RC Jumper** to obtain the cunningly placed key data for this area.



4 Roof Access (Northeast):

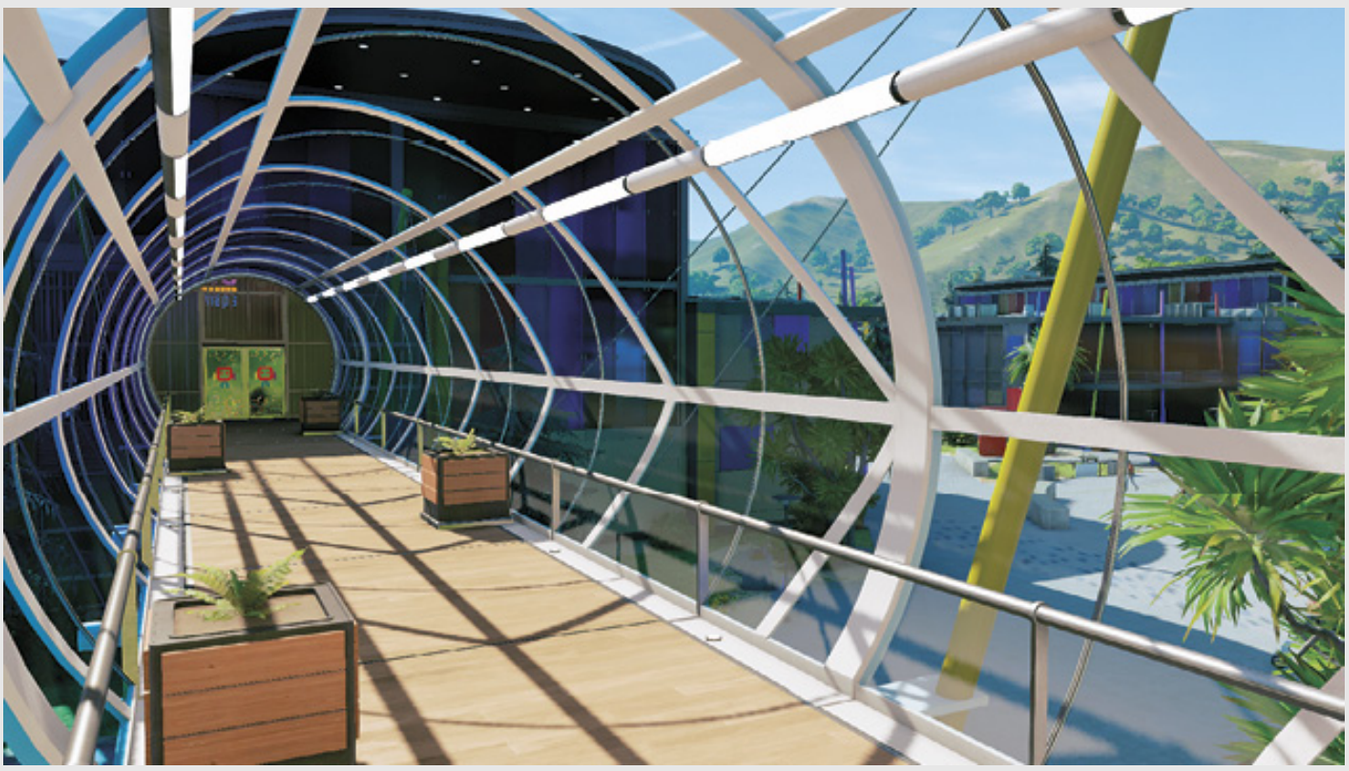
There’s a roof area with AC units, accessible from the interior, or by using a scissor lift from the exterior campus grounds. Aside from having orange warning cones by the exit and a guard, there’s no reason to be up here; unless you’re wanting to obtain the collectible on the roof.

5 Side Entrance (South)

The other main alternate way into Nudle Maps is through the doors into the ground floor; then use the access code to open the double doors into the main floor of Nudle Maps. There’s stair access to the Glass Tube Bridge (South) here, too.

6 Glass Tube Bridge (South):

Enter the southern campus structure, climb the stairs, and cross another glass tube bridge to enter Nudle Maps on the upper floor. Then descend the stairs to the access code double doors. This is the long way round, but it's important to learn the layout in case you need to hide from hostiles.



POIs and Objective Points

Ground Floor

Nudle Employee #5 and Laptop #4

Ground Floor: Talk to this guy about Nudle employee conduct (and not being able to talk to him). He's by a cubicle wall in the central part of the floor. Also check the conference room table in the large room on the ground floor's west side for another hackable laptop.

Closed-Circuit Terminal (Globe Stage)

The ground floor of Nudle Maps is a giant office area with an impressive stage and a blue “display globe” in the middle. Note the guard and the ducts ripe for exploitation with your **`RC Jumper`**. This terminal unlocks a maintenance door to a mechanical room (northwest corner), as well as the stairwell (east).

Main Stairwell

Access this after unlocking the ground floor CCT. There’s a guard at ground level and a motion detector above the door. This is the main way to reach the second floor.

Mechanical Room (Ground Floor)

Access this after you unlock the CCT on this floor. The mechanical room to the northwest has a guard to neutralize and two ladders to climb up to the second floor and the roof access (IP 3). Head here for an alternate way to the second floor.

Second Floor

Laptops

There are two more laptops up here to hack for optional information, if you wish.

Closed-Circuit Terminal (Main Glass Office)

Most of this floor is given over to a huge Nudle Maps wall of monitors and a cubicle office area. There's a patrolling robot, and the terminal is against the far (south) wall, close to a side office with a (human) guard. You must unlock this terminal to access the elevator room.

POIs and Objective Points

Collectible (Nudle Campus Roof)

Roof: Above the semi-circular overhang of the northeast roof area is a cunningly-placed collectible. You need to exit from IP 3 (the north roof exit, not the northeast one where the collectible is). Produce the **RC Jumper** (or yourself), and leap the gap onto the lip of the roof with the color wall panels. Then jump or climb left (clockwise) onto the roof section with the solar panels, and over to the overhang to claim your cash. You can also reach this collectible from the northeast roof using the **RC Jumper** with Enhanced Jump, or with Marcus using the Scissor Lift (at the south corner near the Nudle Sign).

Elevator Room

The objective is to reach this second-floor room where the elevators run. This is in the northeast corner of the second floor, accessed via a hackable door after you unlock the CCT. To progress, reach the elevator and hack it so the elevator moves up. Then stand on the elevator roof, and ride it down to the server room under this building.

PATHS TO COMPLETION

CLOSED CIRCUIT TERMINAL – GROUND FLOOR section

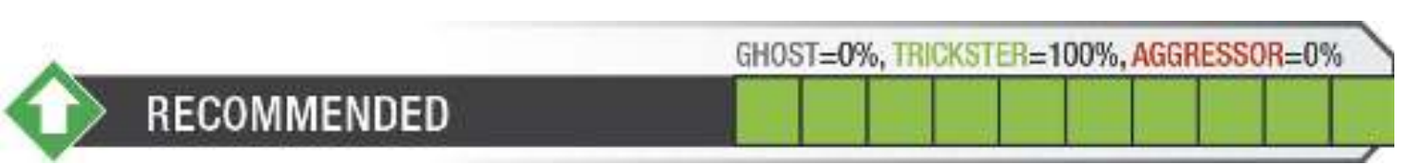
A CREEPER

Enter via IP 1. Jog to the globe stage area **(A.1)**. Step up and throttle the guard. Or zap him by coaxing him to the junction box on one of the nearby walls. Or simply ignore him and walk to the CCT while he's not watching the stage's left side. Unlock the CCT, then choose either the stairwell or mechanical room route to the second floor.

In the mechanical room, distract or rush and strangle the guard, then climb the nearby ladder to reach the second floor.

In the stairwell, hack the motion detector (using cameras) so you don't step into an alarm, hack the junction box at the bottom of the steps so the guard moves out of the way, and ascend to the second floor.

B WHEELER



Enter via Infiltration Point 1. Drop behind cover near the employee you can talk to (behind the cubicle wall). Use the RC

Jumper to open any of the vents below the stage, and drive into the duct **(B.1)**, hacking the vents on the stage, below the CCT. Then drive and hack the CCT. Other options are to produce an electro-shock bomb, carry it using the RC Jumper, and zap the guard before unlocking the CCT. Or simply leap up the stage steps to the CCT when the guard isn't looking.

ELEVATOR ACCESS – SECOND FLOOR section

A CREEPER (PART 2)

Move into the nonrestricted hallway on the second floor. Hack the motion detector above the door leading into the main office. Enter via the door closest to the main stairwell **(A.2)**. Then creep to the CCT, avoiding the robot. Retreat via the same route, before unlocking and entering the elevator shaft.

B WHEELER (PART 2)

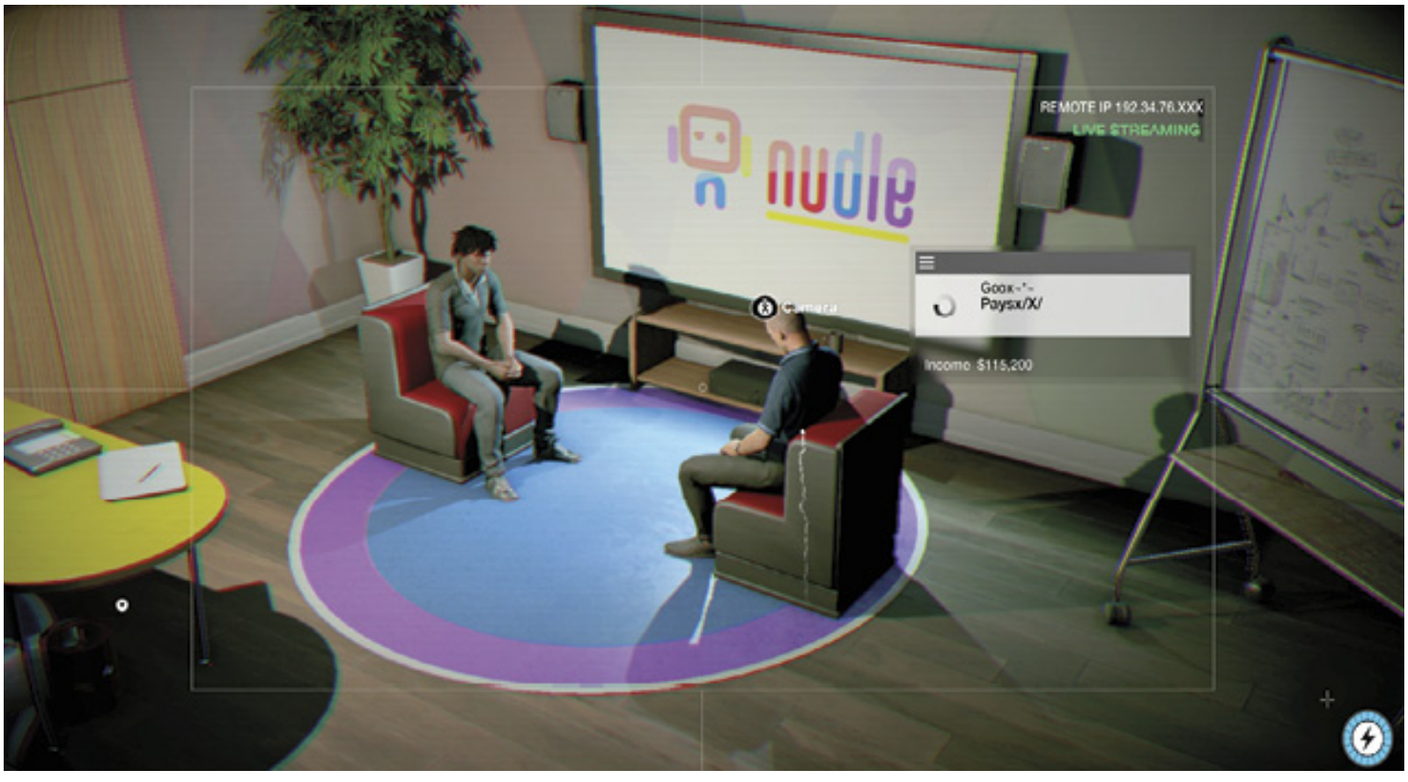
Drive the RC Jumper through the vent to the ground floor stairwell. Spark the junction box to move the guard. This allows you to scoot behind him and drive up the stairs to the hallway on the second floor **(B.2)**. Open any ground vent into the main office **(B.3)**, and drive to the CCT, avoiding the robot. Once the rooms to the elevator are accessible, stop using the RC Jumper, and manually head up the stairs (watch for the confused guard) and into the elevator shaft.

NUDLE SERVER FARM

You manage to descend to the server farm, but the door to the farm is locked. Horatio isn't picking up, either. You're patched through to HR; it looks like that prick Brody has caught Horatio with evidence to put him away for corporate espionage. He needs a spot of help: Cycle through the cameras, and begin fiddling with the hackable items in the room.

- Hack the camera under the TV, then the Nudle mascot near the open door so it starts chiming incessantly.
- Hack the camera under the table, then the wireless speaker near the TV.
- Hack the camera in the upper corner, and then the phone, letting it ring.

Brody eventually heads out to find HR, giving you time to hack the light switch (by the door Brody entered), letting Horatio know where you are. He writes the door code on a whiteboard before Brody and an HR advisor arrive. Let's worry about him later. For now, access the keypad by the door, and you type in the code.

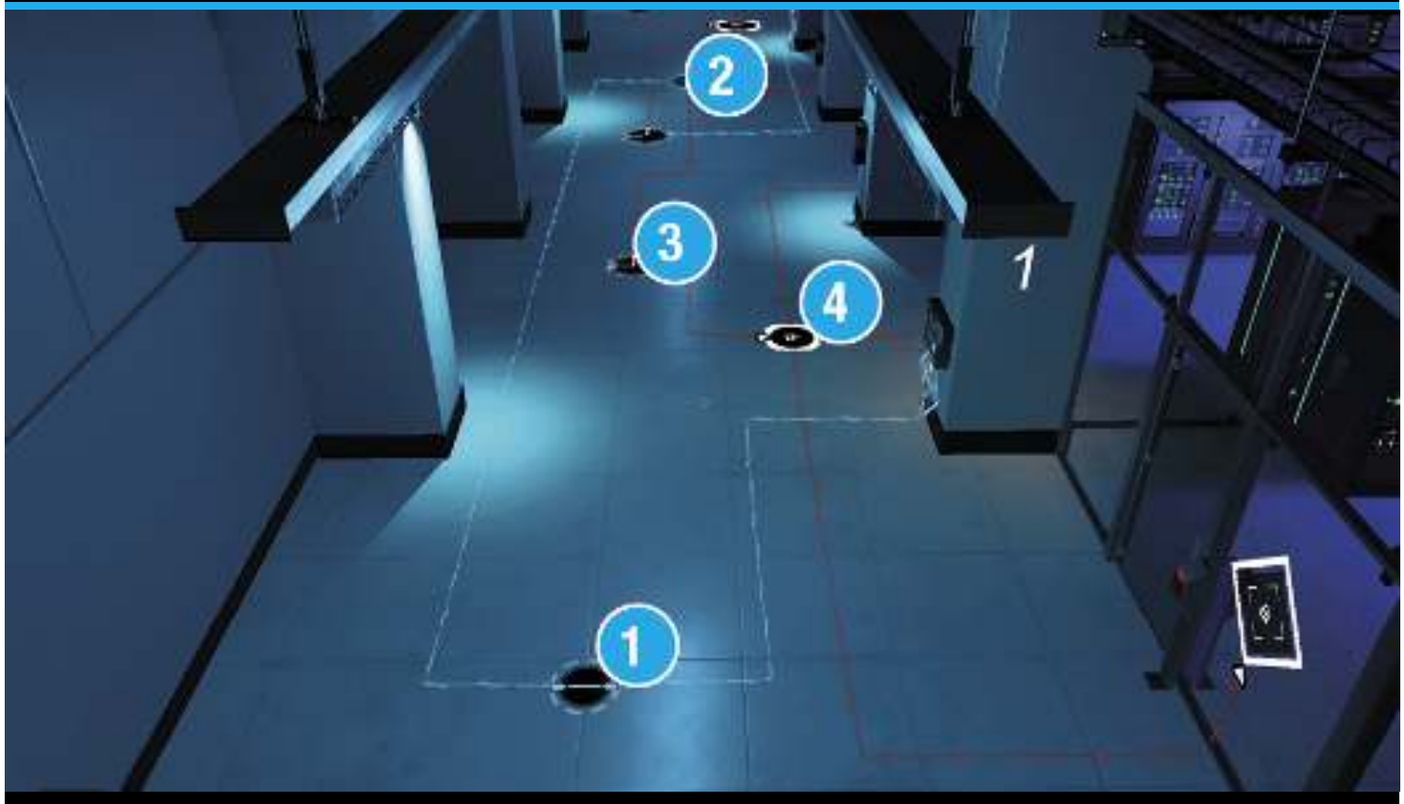


Once in the gigantic server room, your objective updates—you must find the central server. The clue is in the objective; you only need to hack the server in the middle of this farm (entering aisle 6), though the following path shows a complete unlock of the entire farm. At the first security router (on the wall near the line of locked doors), hack it and begin to solve an initially bewildering but actually quite easy Network Bypass:

Unlock the second Network Bypass (as only aisle 6 is needed for access), or complete all the puzzles, and enter aisle 6. Remember, you can go from server tower to server tower (all the hackable ones appear yellow in **NetHack**), but the central server is ahead on your right, down aisle 6. Or, you can completely bypass the puzzles by using the **RC Jumper** with Enhanced Jump, and drive it up and onto the overhead cable tracks leading into the server room, though you don't want to drop into the wrong aisle or you'll trap the Jumper. Locate the correct server, , analyze the data, install the backdoor, then leave the basement via the cooling room in the server farm's northwest corner.

Horatio's predicament is sorted, thanks to the skills of Sitara, and Ray guides you out of the cooling room. Head into the pipe-filled room, hack the drainage conduit opening, and slide down into a secondary chamber. Climb the ladder, up the mesh ramp, and out into the edge of the Nudle campus grounds. Then run (or steal a scooter and ride) to Horatio to tie this operation up in a neat metaphorical bow.

NETWORK BYPASS



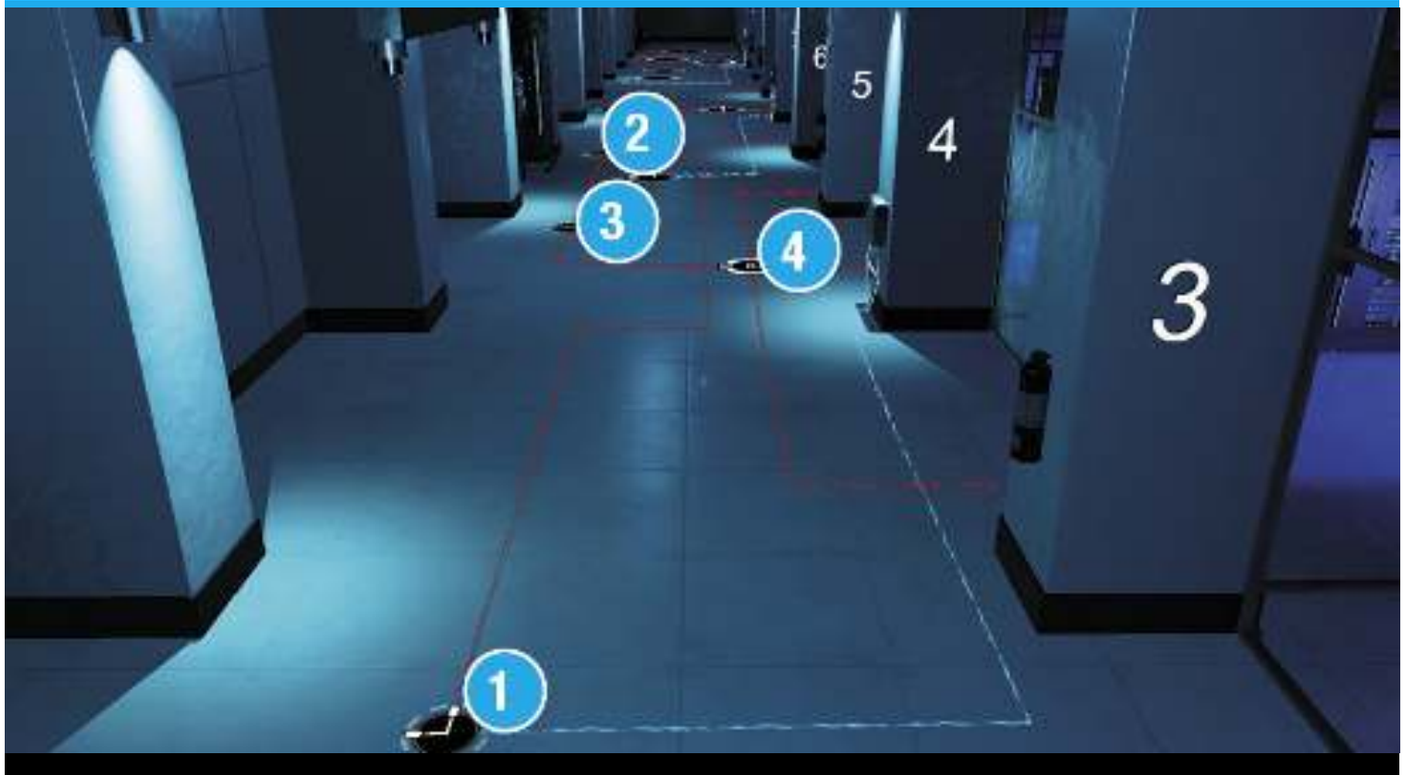
1: Leave alone.

2: Turn x3.

3: Turn x1.

4: Unlock. Aisles 1, 2, and 3 are now accessible.

NETWORK BYPASS



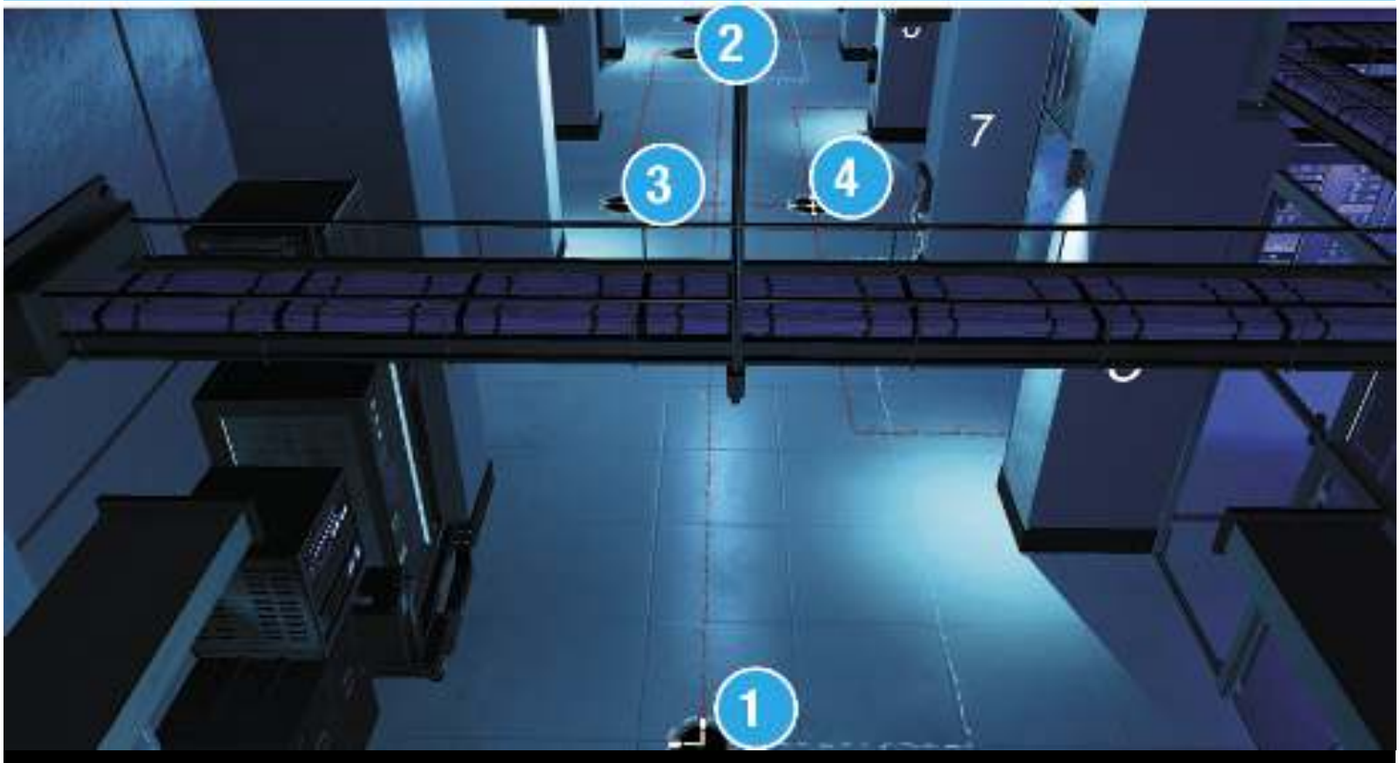
1: Turn x1.

2: Turn x2.

3: Turn x1.

4: Unlock. Aisles 4, 5, and 6 are now accessible.

NETWORK BYPASS



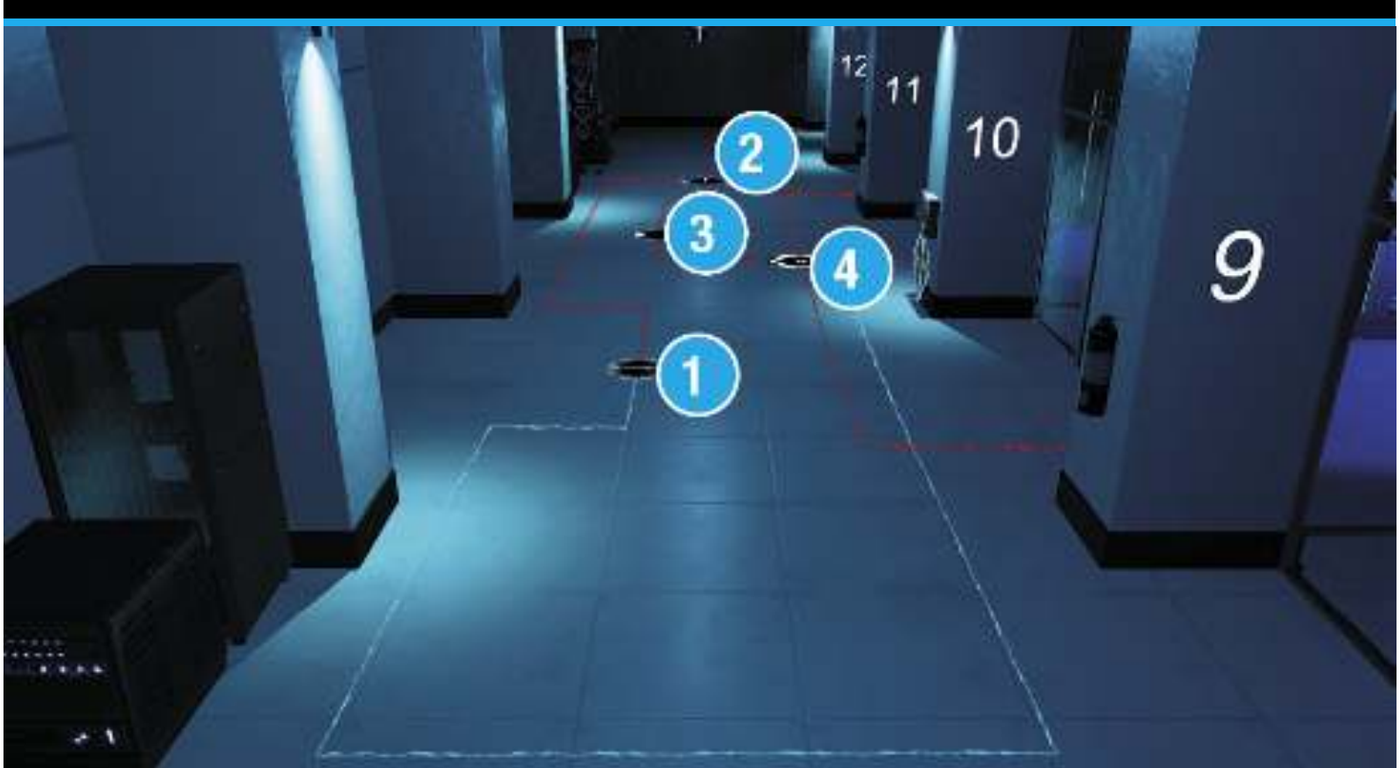
1: Turn x1.

2: Leave alone.

3: Turn x1.

4: Leave alone. Aisles 7, 8, and 9 are now accessible.

NETWORK BYPASS



1: Turn x1.

2: Turn x3.

3: Turn x1.

4. Unlock. Aisles 10, 11, and 12 are now accessible.

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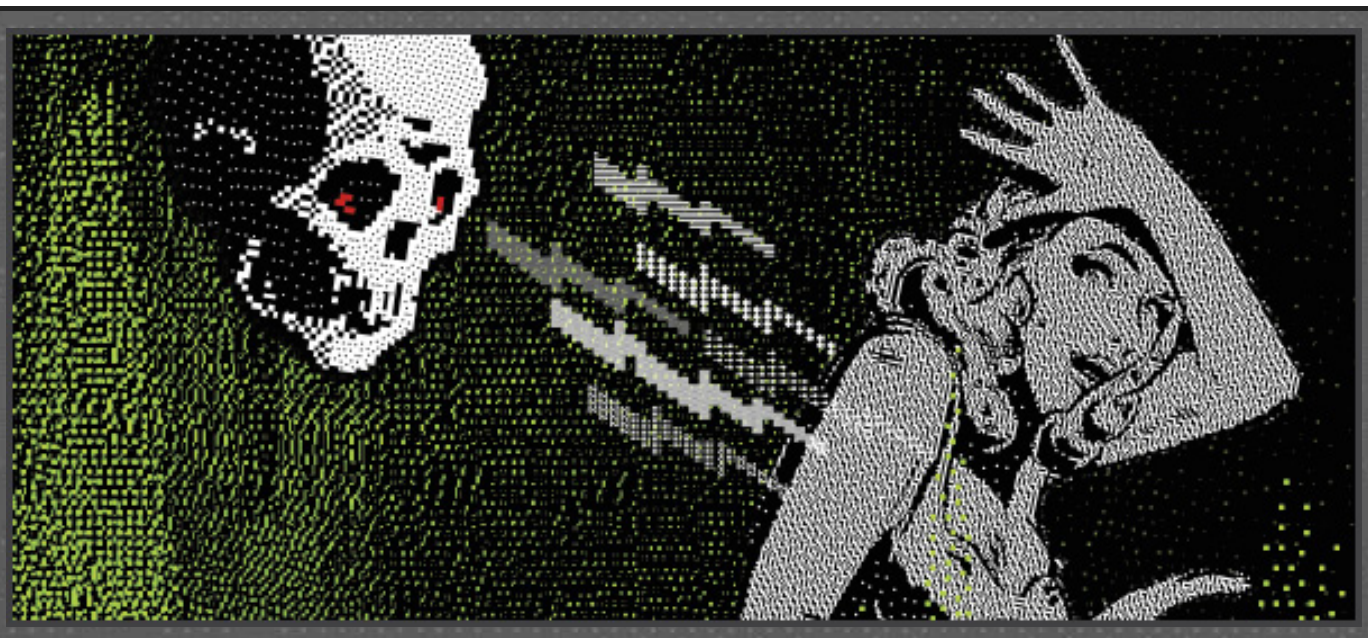
HACKER WAR

Operation Overview



OBJECTIVES

- Uncover the source of the cat.
- Confront Lenni.
- Sabotage the Prime_Eight Operation.
- Destroy the rigged ATMs (3).
- Leave the biker hangout.
- Obtain bunker location from Lenni.
- Drive to Prime_Eight bunker.
- Infiltrate the Prime_Eight bunker.
- Acquire Prime_Eight decryption key.
- Disable Lenni's trap.

DIFFICULTY

REWARDS

DedSec Followers: +233,000

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HACKER WAR

1. Operation—Nine Lives

OBJECTIVES

- Uncover the source of the cat.

DIFFICULTY

BRIEF

Your network got hacked and DedSec's scrambling to fix the problem. Time to see what's up.

LOCATION

- Hackerspace (DedSec HQ), Mission Dolores Park, San Francisco.

You may be experiencing problems with your vision; a blue cat is randomly appearing on your screen, doing its digital business while you're trying to complete missions and becoming more of a nuisance. Get back to the Hackerspace. After uncovering Lenni (AKA "Prime_Eight") is behind the hack, it's time to pay her a visit.

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HACKER WAR

2. Operation—Lenni's Demands

OBJECTIVES

- Confront Lenni.

DIFFICULTY

BRIEF

Lenni has demands? Fine. Meet her and figure out what she wants. That way we'll know how to deal with her.

LOCATION

- Lucky Pierre's Bar, near Theater, Castro District, San Francisco.

It's only a few blocks to the bar where Lenni hangs out. You meet up with her as she's undergoing some body modification. Your conversation goes about as well as you'd expect; she wants you to smear yourselves. You have a better idea—blow up her stuff instead.

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HACKER WAR

3. Operation—Sabotage

OBJECTIVES

- Sabotage the Prime_Eight Operation.
- Destroy the rigged ATMs (3).
- Leave the biker hangout.

DIFFICULTY

REWARDS

DedSec Followers: +30,000

BRIEF

Let's see if Prime_Eight and Sons of Ragnarok will be friends after we break their toys at Rhonda's Restaurant.

HOSTILES

- Sons of Ragnarok

LOCATION

- Rhonda's Restaurant, south Silicon Valley.

You meet with Gooly just outside the restricted area of the restaurant. Three ATMs are pointed out on your map. You must destroy them, in any order you like.

☰ Infiltration Points

1 Rhonda's Restaurant and Parking Lot:

You’re facing south, and the northern perimeter (ahead of you) is comprised of the restaurant, with a locked gate to the left (northeast). This is hackable only after you unlock the CCT (east). There’s a guard on the entrance deck, which means stealth is wise. You can enter and exit the restaurant from the wraparound deck, too.

2 **Outcrop Pathway:**

The northwest corner of the restricted area (right side of the restaurant) features some rocky outcrops and a dirt path and wood steps down to the boathouse. You can access the restaurant deck from here, too.

3 **Crystals Springs Dam (Lake):**

You can access the southwest area of this compound via boat, though this isn’t advisable, since the boathouse has two foes close together, monitored by a motion detector. Hack the motion detector and execute some rapid tasing from cover if you're heading in from here.

4 Electrical Tower and Rocks (South):

Almost the entire southern perimeter features huge boulders you can clamber down from, if you loop in from the southeast. Access the area from under the electrical tower (pylon), though you're slap bang in the middle of everything, near a growling guard dog. This is an adequate spot to launch ranged attacks, though.

5 Warehouse Garage Roof (East):

One of the locations where the ATMs are stored is inside a large warehouse with a garage area. Along the eastern perimeter are some wooden planks and scaffolding, allowing access onto the roof, which is a good defensive (camping) position. Plus, the roof has a hole allowing you or your **RC Jumper** to drop in.

POIs and Objective Points

Collectibles (Rhonda's Restaurant and Warehouse Garage)

On the restaurant's southern side, near the door to the rear deck, is a bag of goodies. Inside the warehouse garage to the east is a second collectible. Be sure to grab these now or return for them later.

Closed-Circuit Terminal (Warehouse Garage)

On the interior east wall of the warehouse garage is a CCT. This allows you to open the northeast and east gates, which are otherwise locked. Getting here (ideally by dropping down from the roof) is easy, but getting out of the warehouse is trickier, as there are foes and motion detectors above the doors. As there are more cunning plans, the CCT is a purely optional unlock.

1 ATM (Deck)

Guarded by a single enemy, behind (south of) the restaurant, on the back deck.

2 ATM (Warehouse Garage)

Guarded by three enemies all clustered around the ATM, in the southeast corner of the warehouse interior.

ATM (Boathouse)

Guarded by two enemies and a motion detector inside the boathouse. Detonate this if an explosion occurs directly outside.

The three ATMs are large units with a data container attached to them. They can be destroyed in a few ways:

- By projectiles detonated using proximity traps or hacking (dropped from drones or thrown by Marcus).
- By shooting at them using the grenade launcher or persistent gunfire.
- By hacking the attached data container, via Marcus or the **RC Jumper**, and destroying them without alerting foes.

PATHS TO COMPLETION

For a compact compound, there are numerous ways to destroy these ATMs. The following require the most cunning and involve stealth for maximum effectiveness.

DEATH FROM ABOVE

If you've fitted your Quadcopter with explosive devices, you can remain just outside the restricted area, send the drone into the air, and drop a bomb in the vicinity of each ATM. Once you drop the bomb, hack it to create a proximity trap, then hack it again so it "sparks" and attracts a nearby enemy. When the enemy walks into the trap…boom. Do this for all three locations:

The deck bombing is straightforward; do this first.

The boathouse bombing requires you to drop the bomb on the jetty just north of the interior corner where the ATM is.

The warehouse bombing requires you to drop the bomb through the hole in the roof, as close to the ATM objective icon as you can manage.

A DEATH FROM BELOW

Remotely detonating bombs placed with the `RC Jumper` is another fine plan, though it's more difficult and requires a bit more cunning. Head southeast, and crouch in cover at the corner of the restaurant, near the left gates, before releasing the Jumper (so you're never out of its range). Release the Jumper, and drive it southeast and south, around the perimeter; then jump onto the warehouse roof **(A.1)**. Next, drop through the hole in the warehouse roof. Be extremely careful not to attract attention of the three foes by the ATM in the warehouse. Drop the bomb, but don't activate the proximity trap (because you need to prep the other areas). Yet!

Scoot out of the east warehouse by moving through the hole in the ground wall, toward the interior's southwest corner **(A.2)**. Then boost down to the boathouse, and plant and activate the proximity trap on the outside of the building **(A.3)**, so the radius of the trap catches the explosive canisters nearby. Trundle up the wooden steps and sandy pathway to the deck behind the restaurant, and prime the last bomb **(A.4)**.

Inside the warehouse, cycle through the cameras to the one above the CCT that points directly to the ATM. Activate the proximity trap and you should have an instant explosion. Cycle quickly to the deck camera, blow up the bomb on the deck, then explode the boathouse bomb. Now leave before you overstay your welcome.

Alternate tactics include sparking the bomb so a nearby inquisitive foe comes to investigate, triggering the bomb. There are also numerous pieces of scenery you can "daisy chain" together if you wish, such as the gas canisters near the boathouse.

B NO DEATH, JUST STRANGULATION

Need to prove yourself as the ultimate stealth assassin? Well, this tricky route allows you to dispatch each foe without killing them and gather **collectibles** along the way. The biggest problem is that some foes are clustered in pairs and trios, meaning tasing from range is the key; quick, consecutive shots may be needed before each cluster becomes fully alerted.

Begin by heading up the front steps of the restaurant and strangling the guard by the front doors **(B.1)**. If you lack confidence, wait until he strolls to the right, and approach from behind. Enter the restaurant, gathering the collectible from the galley kitchen inside, and head out the adjacent back door, onto the deck.

Creep to the deck's left (east) side, hopping the two railings and the steps right next to the guard near the first ATM **(B.2)**. Strangle him, then hack the ATM to destroy it without alerting any foes. Next, move east, toward the two guards by the gate, and hide behind the old car **(B.3)**. When the guards have finished their chat, they separate. Step behind the guard near the northeast gate, strangle him, then follow and throttle the guard near the explosive pallet, in the yard just north of the warehouse. Strangle these guards instead of tasing them so they don't wake up.

Beware of the dog! Quickly scan the area to the south of the warehouse for the hound; he's usually in this area or down the track to the boathouse. If he's a threat now, deal with him. If not, leave him until after you neutralize the three foes in the warehouse. Crouch at the corner of the garage **(B.4)**, open the garage door, sneak inside, and hide behind crates. Or drop down from the roof. Now you're inside the warehouse garage; close and open the garage door again. This startles one of the three foes by the ATM, and he advances outside. Grab the collectible in the garage, then follow him out.

Once outside, the guard should spot the previous guard you strangled. As he runs over to the body, step up and strangle him **(B.5)**. This leaves the two foes inside the warehouse. If you're quick enough, you can tase one, then the other, without them raising the alarm. Then head to the ATM, hack the data container, and destroy it quietly.

This leaves the two jokers in the boathouse **(B.6)**. Creep down, tasing the dog on the way if you haven't already, and look at the doorway on the east wall. There's a motion detector inside and two foes close together. Simply tase the first, then the second, and destroy the final ATM in any way you wish. Flee via the boat.

NO DEATH, JUST TRUNDLING

Need another path to success? Then employ the route from **Path B**, but use the **RC Jumper** for the role, instead of Marcus!

MAYHEM AND DEATH

Destroying each ATM cluster with a weapon is a feasible plan, though the situation becomes increasingly chaotic as reinforcements are called. Make the most of the situation by remaining out of the restricted area, do a clockwise loop around the parking lot (north), to the eastern perimeter wall, and scale the warehouse garage. Then produce your grenade launcher and hit the boathouse, deck, and finally the narrow angle through the hole in the warehouse roof; destroy all three ATMs from this vantage point. Incredibly simple and satisfying!

Then flee (ideally retreating if you're still on the roof, or via either set of gates, as they open once the infiltration turns violent).

Another area to stand is outside the restricted area, taking up position on the lakeside rocky outcrop west of the back deck, with views of both the desk and boathouse ATM. Then shoot the explosive barrels or punt a grenade into each location. Mayhem ensues and the ATM inside the warehouse still needs destroying; back out and use the perimeter route to the warehouse roof.

JUST DEATH

You can steal a bike from the parking lot, drive it onto the restaurant deck, and leap into the restricted area. Ram the central ATM cluster, then maneuver away from the chaotic firefight that erupts, switching to the parked truck or starting a massive firefight. However, the lack of maneuverability in this area means your death is almost assured.

Once you destroy the three rigged ATMs, it's time to leave. Feel free to:

- Steal the truck or van inside the restricted area.
- Steal the boat from the boathouse and leave via water.
- Steal a bike from the parking lot or wave down a vehicle at the nearby freeway.

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HACKER WAR

4. Operation—Bunker Bust

OBJECTIVES

- Obtain bunker location from Lenni.
- Drive to Prime_Eight bunker.
- Infiltrate the Prime_Eight bunker.
- Acquire Prime_Eight decryption key.
- Disable Lenni's trap.

DIFFICULTY

REWARDS

DedSec Followers: +233,000

BRIEF

DedSec's proved its point. The ransomware decryption key has to be on a computer inside Prime_Eight's bunker. Time to get the location of that bunker.

HOSTILES

Prime_Eight Hacker Collective

LOCATION

- 1. Lucky Pierre's Bar, near Theater, Castro District, **San Francisco**.
- 2. Prime_Eight bunker, east of Horseshoe Bay, **Marin**.

Drive back to Lucky Pierre's bar, where a visibly angry Lenni lets you know she's not pleased with your recent actions. However, she does give away the position of her bunker, up in **Marin**. Leave the Castro District, and head to the bunker, pronto.

☰ Infiltration Points

The bunker is atop a hill, and the area is completely porous, meaning there are few obstacles on the hillside preventing you from reaching the objective point. The direction from which you approach is of note, however:

1 **From the West:**

The slope to the west has large rocky outcrops and a couple of places to climb up between the boulders. In the southwest is a dirt road to the lower parking area and first cluster of three foes.

From the North:

You’re on higher ground (which is advantageous during a firefight), and the hillside road northeast of the restricted area is a good spot from which to mount a violent attack. The three foes at the summit of the restricted area, where the bunker objective entrance is, are easily dealt with from this direction.

From the East:

The path along the eastern perimeter (running north to south) makes sneaking around between the two enemy clusters simple. The southeast area has a bike and concrete steps and is the preferred route during infiltration.

4 From the South:

Follow the road and climb the rocks to an open dirt parking lot with three foes. This is where the “normal” bunker entrance is (after you liberate it from Prime_Eight’s goons). While accessing the area to the southeast or southwest is advisable, directly climbing the south rocks makes infiltration trickier.

POIs and Objective Points

Collectible

Climb the pallets stacked on the east side of the structure to gather the collectible sitting at the base of the radio mast atop the small concrete pill box.

1 Bunker Entrance

The dome-shaped structure with three Prime_Eight members guarding it is your key to infiltrating the area. You must get there yourself; drones can't open it.

PATHS TO COMPLETION

This infiltration is a little more straightforward than previous missions, though reinforcements are easily called and usually stream in from the north. It's good to get on higher ground, but only after the lower parking lot is devoid of foes.

A PRIME TIME

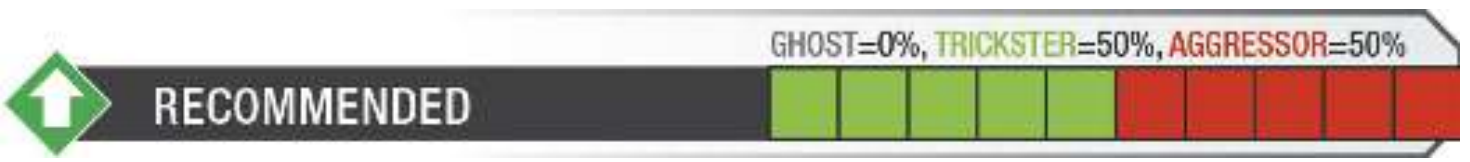
The six guards here are on two different sections of hillside. From Infiltration Point 4 (southwest corner of the restricted area), head northeast. Crouch by the jutting rock across from the tree, and tase both guards in the plateau by the parked vehicle. Saunter over to the laptop **(A.1)**. Find the enemy on the concrete steps ahead (east) and tase him.

Climb the steps **(A.2)**, maneuvering counterclockwise to the right in a curved path behind the concrete antenna shed. Peek out either side of the shed to tase the two nearest guards, then the final one. Scramble up to claim the collectible atop the concrete antenna shed **(A.3)**. Then enter the bunker.

QUICK CLIMB

Any three of the guards on the upper hill (bunker entrance) and one of the guards on the concrete steps (between the two guard groups) can be zapped by coaxing them to a junction box or transformer vault before exploding them. Then you can quickly mop up the rest with small-arms fire.

STAY OUT OF THE GRIME



Both your `RC Jumper` and drone can be positioned to drop bombs, starting with the foes on the lower promontory; then finish up at the top of the hill.

Or, why not call an enemy gang on the foes protecting the parking lot entrance (while sneaking in from the north)?

VEHICULAR CRIME

The parked Wildebeest vehicles have good off-road capabilities and have a secondary function: running over the six guards as you drive up and down the bunker hill. Not subtle, and reinforcements can ruin your ride.

INSIDE THE BUNKER

The inside of the bunker stinks of beer and cheesy feet. But once you unlock the data container, there's more than the stench of unwashed hackers to worry about; Prime_Eight has triggered a bomb to go off in five minutes. Not good. Hack the server and start a Network Bypass that you must complete in time. Think of the crazy interlocking nodes as four separate puzzles to be finished one at a time. Naturally, each time you're almost done with a section, Lenni resets the nodes, forcing you to realign the data streams again. Keep calm, and carry on with the following, which should be possible to complete with at least two minutes to spare:

NETWORK BYPASS

Puzzle A:

1: Turn x2.

2: Turn x3.

3: Unlock, turn x1.

4: Turn x3.

2: Turn x3.

5: Unlock. Puzzle resets.

1: Turn x3.

3: Turn x1.

4. Turn x3.

5: Turn x1.

6: Unlock. Turn x1. Puzzle section finished.

NETWORK BYPASS

1: Turn x2.

2: Turn x1.

3: Turn x2.

4: Turn x1.

5: Unlock. Puzzle resets.

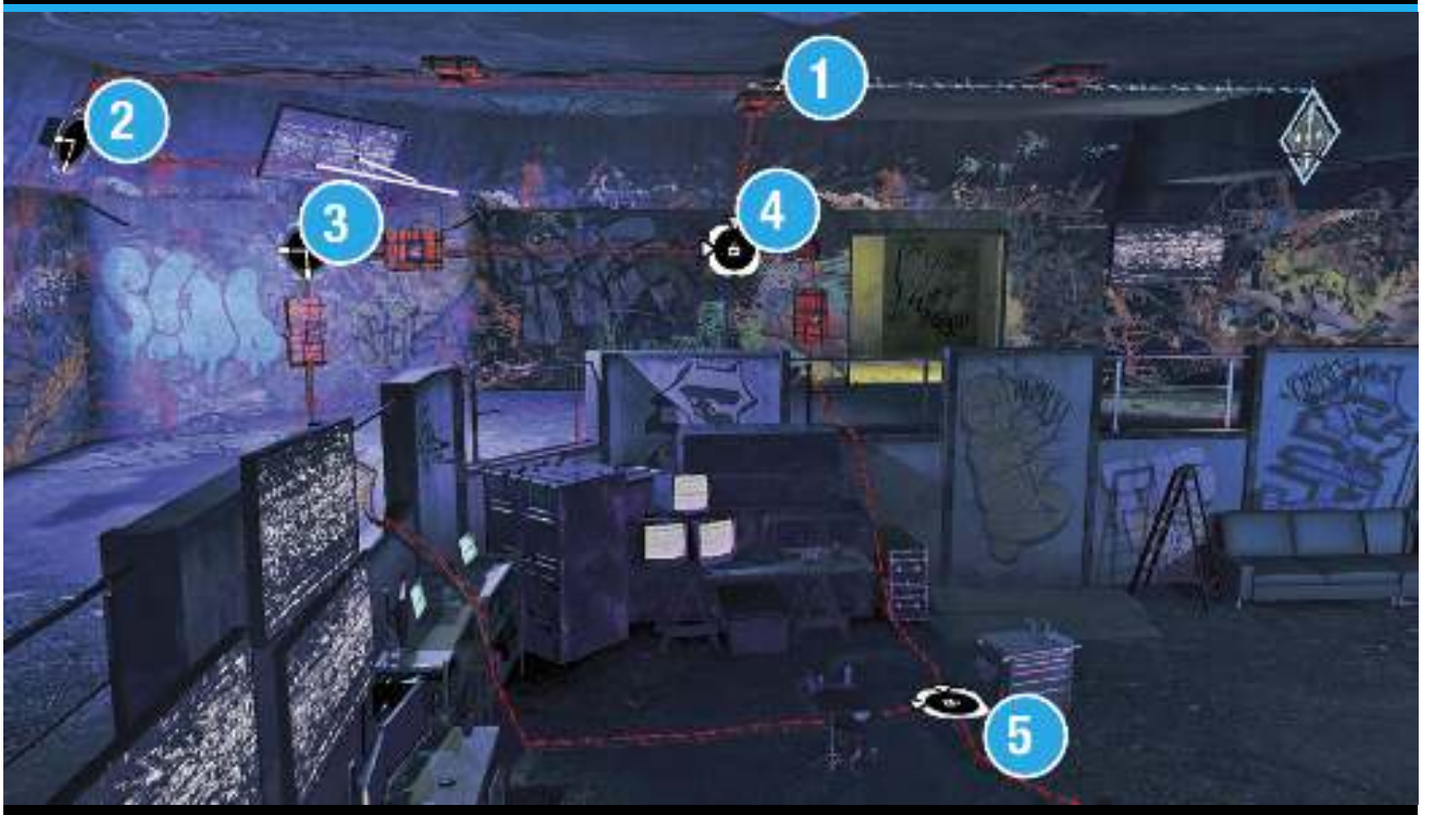
1: Turn x3.

2: Turn x1.

3: Turn x3.

5: Turn x1. Puzzle section finished.

NETWORK BYPASS



1: Turn x3.

2: Turn x2.

3: Turn x2.

4: Unlock. Puzzle resets.

3: Turn x1.

5: Unlock. Turn x1. Puzzle section finished.

NETWORK BYPASS

1: Turn x3.

```
2: Turn x1.

4: Turn x3.

5: Turn x2.

6: Unlock. Puzzle resets.

2: Turn x2.

3. Turn x1.

5. Turn x2.

7. Turn x1.

8. Unlock. Turn x1.

Unlock the central node. Puzzle complete.
```

Seems like you handled the booms. DedSec claims this as the **Marin** Hackerspace (now open), and the operation concludes.

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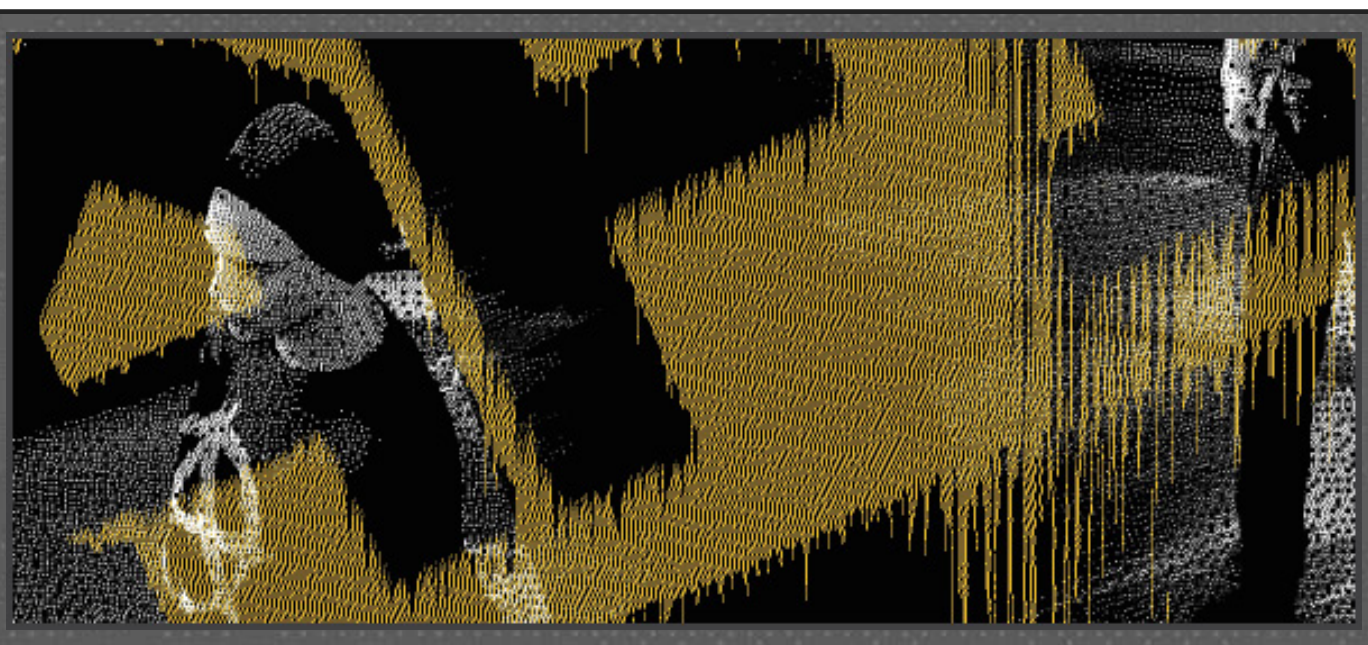
W4TCHED

Operation Overview



OBJECTIVES

- Meet DedSec at the Thalassa Bar.
- Locate who's spying on DedSec.
- Download data from the spy.
- Abandon the van.
- Meet Wrench in the café.
- Buy the "Driver.SF" app in the App Store.
- Select "Cabbie for Hire" in the Driver.SF App.
- Acquire the vehicle to pick up Miranda.
- Pick up Miranda.
- Drive Miranda to her mother's house.
- Gain access to Dellums Towers.
- Investigate the FBI.
  - Reach the FBI floor.
- Plant a transceiver on the antenna.
- Download spying post data from FBI server.
- Leave the FBI building.
- Escape your pursuers.
- Reach the antenna.
- Plant a transceiver on the antenna.
- Infiltrate the FBI hideout.
  - Retrieve Wrench's mask.
  - Download the FBI data.
- Leave the FBI hideout.
- Return mask to Wrench.

DIFFICULTY

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W4TCHED
1. Operation—Peeping Toms

OBJECTIVES

- Meet DedSec at the Thalassa Bar.
- Locate who's spying on DedSec.
- Download data from the spy.
- Abandon the van.

DIFFICULTY

REWARDS

- DedSec Followers: +36,000
- Button-Up Shirt
- Landscaper

BRIEF

Sometimes you need to cut loose, and DedSec needs some R&R.

HOSTILES

- FBI Federal Bureau of Investigation

LOCATION

- 1. Thalassa Bar, Sausalito, Marin.
- 2. Parking lot, one block east of Restaurant, Sausalito, Marin.

POIs and Objective Points

FBI Van

This is the epicenter of your download; staying within the download radius of this stationary vehicle (or mobile if you decide to drive it) is the key to completing this task. Remember it is the van's radius you need to be within, so stealing the van or remotely driving it to a location where you're standing are also viable options.

Arrive at the Thalassa Bar, and meet up with the rest of the crew. Your festivities take a serious turn when Miranda texts you regarding someone spying on you from right outside! You're on it, though. Head outside, and use NetHack to determine an area of interest. When you're about 60 meters away, a download radius appears as you spot a van with five hostiles standing next to it. The five enemies don't have an affiliation you can see when you hack them.

After the download begins, Wrench soon realizes you've hacked into the FBI's database, and reinforcements arrive, the download stalls, and you have a few moments when the FBI are looking for you. This continues as the download begins again. As soon as the download bar fills, you can break off from the download radius and escape.

PATHS TO COMPLETION

At this point, it's worth making a few plans before stepping into the download radius, as the situation turns more hectic as soon as the download begins. The following details places to hide:

A AN EXPLOSIVE DROP

GHOST=40%, TRICKSTER=30%, AGGRESSOR=30%

RECOMMENDED

Take cover at the eastern wall of the building with the white siding, next to the yellow Victorian beach house, in the north-south alley **(A.1)**, which is at the southeast edge of the download area. Drop electroshock bombs at the alley's south end and close to where you're standing. Then launch your Quadcopter into the skies. Remain in cover (downloading as fast as possible), and drop electroshock bombs on the nearby FBI if they come close to your hiding spot. When the FBI reinforcement SUVs arrive, vehicle hack them so they reverse out of the alley to the east, giving you extra time. If FBI agents are stalking you, drop electroshock bombs to neutralize them. Keep this up until the download is complete. Then back away to the south, then the east, escaping via the shore.

The trash storage area in the south part of the parking lot and the side or roof of the van are the only other viable areas, but you're always spotted and usually overwhelmed when reinforcements arrive.

B A BUILDING HOP

GHOST=80%, TRICKSTER=10%, AGGRESSOR=10%

RECOMMENDED

Ignore the initial hacking of the FBI van, and run along the wooden decking by the water, to the van's southwest; then go north to the apartment complex **(B.1)** overlooking the parking lot. Climb to the third floor, lay electroshock bombs (proximity traps) at the stairwell and exit directions, and then hack the van. Remotely drive it, then turn it left so it stops below you, at the edge of the apartment building **(B.2)**. Download from here, usually without the need for interaction with the FBI at all!

Other options? Climb onto the van's roof, then remotely drive it away with you on it. Entertaining but horribly dangerous. If you must try this, tase the nearby guards while on the roof, before you start moving the van.

NO TIME TO STOP

GHOST=0%, TRICKSTER=20%, AGGRESSOR=80%

Or, you can steal the van, either by distracting the agents nearest to you, and then speeding away (under the apartment structure gives you good cover) or by moving into the apartment complex on foot and remote-controlling the van over to you. Then speed away (though "speeding" isn't this vehicle's forte). Execute all plans you would during a normal chase, but don't let the vehicle get destroyed or the mission fails. Flee only after the download is complete, ideally to a nearby vehicle, where you can then make escape maneuvers.

A REMOTE PROP

GHOST=50%, TRICKSTER=50%, AGGRESSOR=0%

From the Thalassa Bar, run left (west) along the road until it bends to the right (north). Hide in the front yard of the house on the inside of the bend, near the parked vehicle; you can use this as a getaway vehicle. Fly your Quadcopter above the van. Hack and remotely steer it to the bend in the road near where you are, until the download starts. Then use electroshock bombs to block the road with innocent traffic, stopping the FBI from closing in. Wait for the download to end, and flee.

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W4TCHED

2. Operation—Café Culture

OBJECTIVES

- Meet Wrench in the café.
- Buy the “Driver.SF” app in the App Store.
- Select “Cabbie for Hire” in the Driver.SF App.

DIFFICULTY

BRIEF

Wrench has a favorite café? Guess it’s a good time to meet him there and formulate a plan.R.

LOCATION

- 10 Donuts café, two blocks east of Palace of Fine Arts, San Francisco.

A clandestine meeting spot is chosen. After Wrench checks out the waitress, he lets you know something hinky’s going on. Maybe Miranda can help? After you leave, download the Driver SF app if you haven’t already, and pick the “Cabbie for Hire” mission in that app. This operation continues once you’ve finished the Driver.SF mission: Cabbie for Hire.

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W4TCHED

3. Operation—Cabbie For Hire

OBJECTIVES

- Acquire the vehicle to pick up Miranda.
- Pick up Miranda.
- Drive Miranda to her mother's house.

DIFFICULTY

REWARDS

DedSec Followers: +36,000

BRIEF

Marcus needs some time away from prying eyes to talk to Miranda. He decides to take her for a pleasant drive.

Locate the vehicle indicated on your map, then pick up Miranda at the indicated spot. As she reveals more pertinent details to the ongoing operation, drive her to her mother's house, indicated on the map. As you drop her off, she arranges for contact to be made.

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W4TCHED

4. Operation—Dellums Towers

OBJECTIVES

- Gain access to Dellums Towers.
- Investigate the FBI.
  - Reach the FBI floor.
  - Plant a transceiver on the antenna.
  - Download spying post data from FBI server.
- Leave the FBI building.
- Escape your pursuers.

DIFFICULTY

REWARDS

DedSec Followers: +36,000

BRIEF

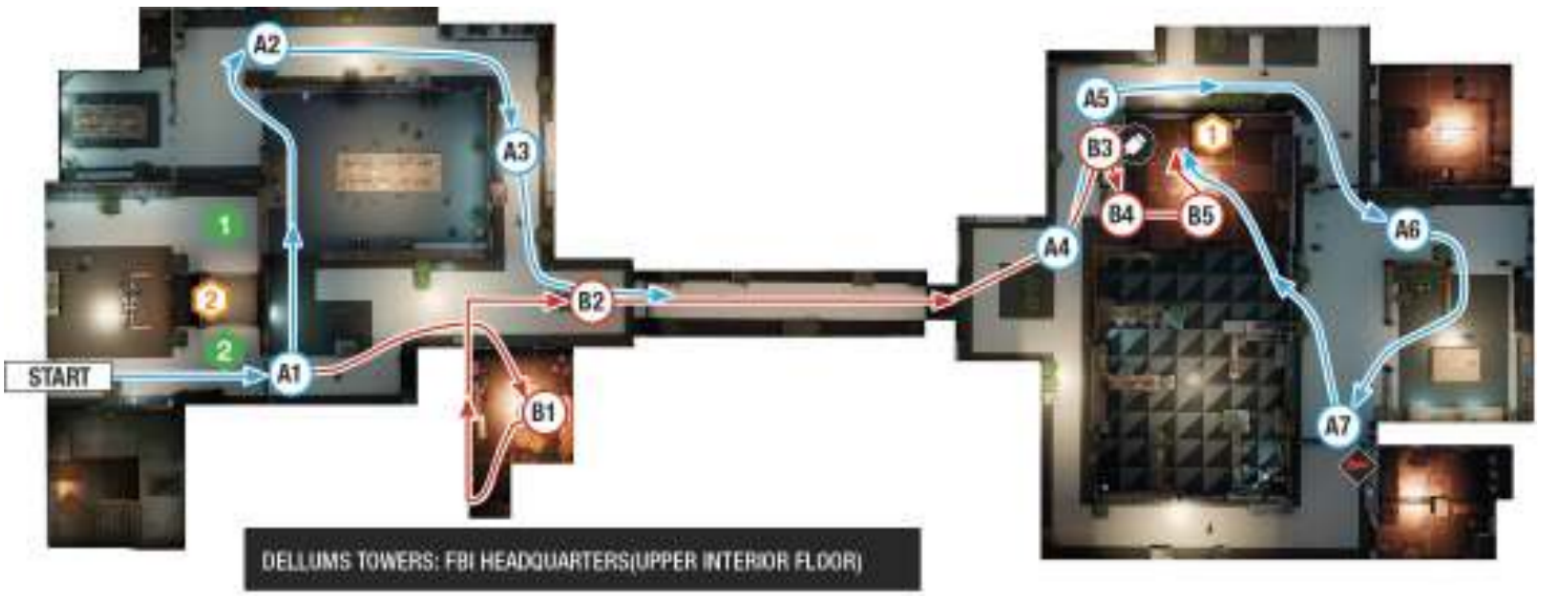
DedSec wants to learn about FBI surveillance starting with the HQ in Dellums Towers, so reach the mysterious contact using a pay phone.

HOSTILES

FBI Federal Bureau of Investigation

LOCATION

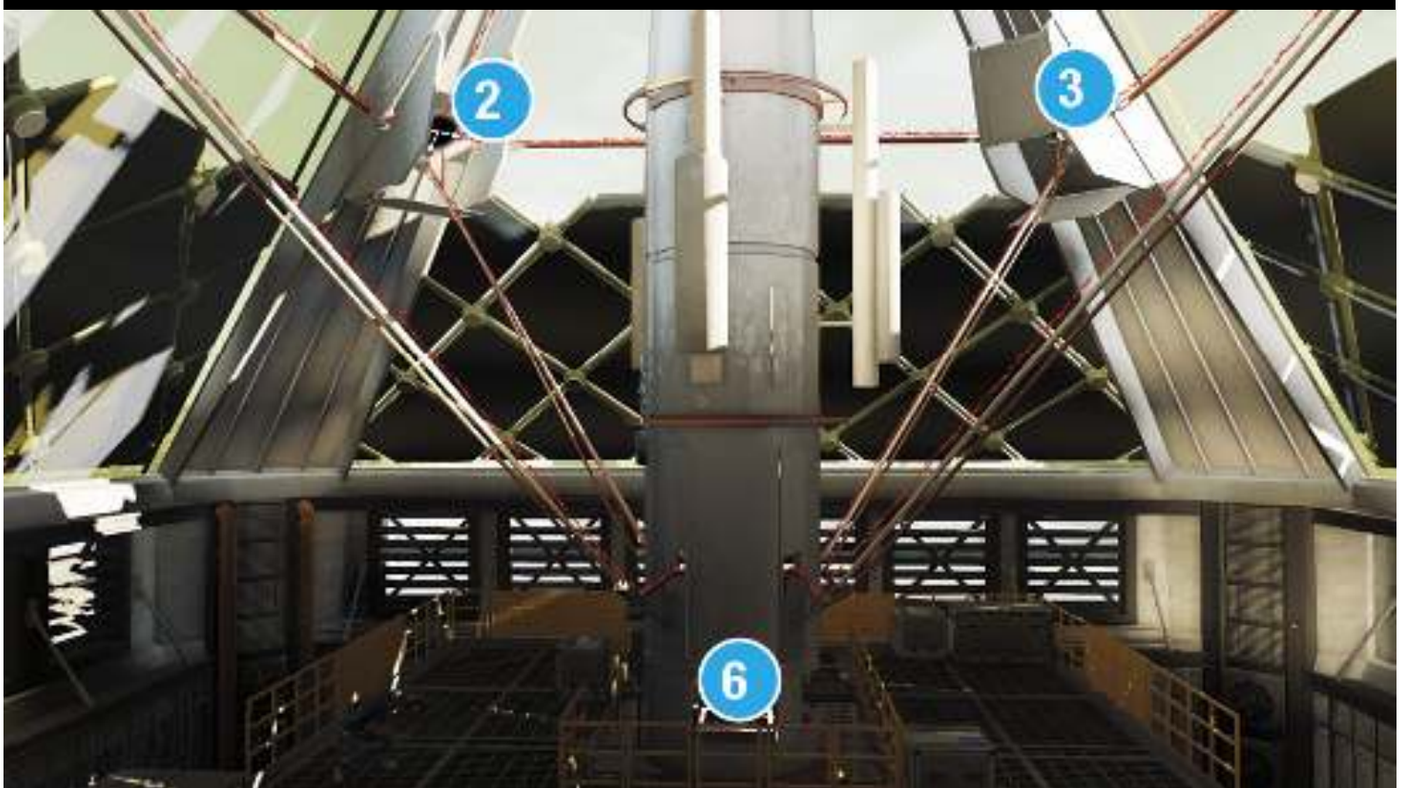
- Dellums Towers: FBI Headquarters, one block northwest of **Oakland** City Hall, **Oakland**.



Head into **Oakland** and locate the pay phone indicated on your map, one block south of Dellums Towers (the FBI headquarters in **Oakland**). After receiving and deciphering the message, move northwest across the street and into the west tower lobby after automatically imputing the correct numerical code at the door. Then stroll into the elevator bank behind the reception desk. On your way up, Wrench mentions a slight detour; you need to place a transceiver on the roof antenna!

Exit the elevator and head into the restricted area where the objective marker is. Climb the steps and the ladder, ignoring the workers in the area (they don't raise the alarm). Climb onto the base gantry area. When you reach the massive antenna pillar, switch to **NetHack**. The security router above the ctOS box requires that you complete a Network Bypass. Use the Quadcopter (or nearby security camera), as you can't see some of the nodes unless you're airborne. Don't take too long, because the FBI can and will search you out! Complete as follows:

NETWORK BYPASS



1: Turn x2, Reboot in 120 seconds.

2: Turn x2.

3: Turn x1.

4: Turn x1.

5: Unlock, Turn x1.

2: Turn x1.

6: Unlock. Puzzle complete.

After you physically hack the antenna, Wrench traces the flow and points to the server where you must download the spying post data.

☰ Infiltration Points

You now need to reach the server room that is inside the east tower. This means navigating an entire floor of the FBI building. It’s never been as easy to get spotted and overrun by enemies, so try a more cunning path to completion if simple strangling and maneuvering on foot isn’t yielding results.

1 **FBI Reception Desk (Left Doors):**

This leads to a corridor with a single guard and a right corner that joins the main corridor to the bridge. Innocent workers are in the cubicle office between both corridors. This entrance is a good alternative to use when escaping, as it's likely to be less crowded.

2 **FBI Reception Desk (Right Doors):**

Start your main infiltration from this point, which is the main corridor that heads directly to the bridge to the east tower. As expected, there are FBI guards here-one in this corridor, and another on the bridge.

POIs and Objective Points

Access Key (Guard)

This unlocks all the marked doors on your floor, mostly to the server rooms and including the one you're after. You must acquire this key from the guard if you're moving into the server room on foot, though you can also use the Quadcopter, `RC Jumper`, or Marcus to access the key. Remember you can hack through the window in the main cubicle office (east tower), which is handy if you're moving through this floor remotely.

Closed-Circuit Terminal (East Lobby)

This terminal locks the vent duct in the server room ceiling where the objective is. It's optional to hack, but it's helpful during infiltrations where you use the `RC Jumper`.

Server (Spying Post Data)

Locked away in a secure server room in the east tower, off the main cubicle office area and adjacent to the break room, this server is difficult to reach. Use the access key on the locked door to reach it. Or, access it from the ceiling grating after unlocking it via the CCT in the break room. The server can be hacked by Marcus or the `RC Jumper`. This also makes a good hiding spot if the FBI are searching you out.

Reception Elevator

You need to return here after you retrieve the data. It's a simple elevator press (by Marcus), dropping you back down to the ground floor.

PATHS TO COMPLETION

You're in the middle of the FBI building in **Oakland**. Obviously your adversaries are slightly more attuned to noises and aggressive posturing compared to a gangbanger in Elmhurst. With this in mind, should you neutralize any guard using a technique other than melee takedowns (ideally strangulation), expect guards to move from their original locations and start to hunt you down. It's incredibly easy to make a small error and have the FBI raise the alert and stream in with armored personnel. But the following shows a stealth plan that's been proved to work:

A FBINFILTRATION

This path is difficult, but it allows you to remove all FBI threats between here and the server room without reinforcements being called (until after you hack the server). Note that an even more dangerous version of this route would be to simply distract with cell phone calls and not throttle the distracted foe.

Descend from the antenna room. Peer through the glass door behind and to the right of the reception desk **(A.1)**. Distract the guard here with a phone call, then push open the door and quickly walk up and strangle him.

Switch directions and head left (northwest) into the office, then out the double doors to the left. Maneuver behind the guard in the side corridor **(A.2)** and strangle her. Continue down this corridor, heading northeast, and take cover at the corner. Check the bridge for any incoming foes, using the nearby planters **(A.3)** so you aren't seen.

Move to the main corridor near the bridge entrance. There's usually one guard on the bridge, either stationary or heading your way (though more arrive if you've been less-than subtle during this infiltration). Either way, hack their phones to distract, then throttle both foes (away from each other for obvious reasons). Cross the bridge, making a left turn as you enter the east tower **(A.4)**.

Move to the corner by the shelving with the eagle statue, by the CCT and optionally unlock it **(A.5)**. Peer around the corner. There are two guards here, near a locked server room (not the one you're headed to). If you can't see the second guard, use the remote camera to spot both guards. Distract and strangle the closest guard. Make sure the second guard is around the corner (in front of the vending machine) when you strangle him, so your throttling isn't seen. Coax the guard by sparking (but not exploding) the junction box.

Head into the break room, dodging left so you aren't seen by the two guards ahead; one has the access key. Tackle the guard in the break room **(A.6)**. Then quickly distract and subdue the final two guards **(A.7)**, watching for motion detectors, in the corridor at the break room's far end. With the access key, you can open the server room and begin the download.

As soon as the download begins, you can leave. Even if you removed all threats in the building, four additional police are called. Backtrack the way you came (as you won't step into any motion detectors). As you head back to the reception area elevator, distract and maneuver past or strangle the police, as necessary. Pound on that elevator button and escape!

B FBINSERTION

This has your `RC Jumper` doing most of the heavy lifting. Follow Path A, avoiding the first three guards; then open the storage room to the right, before the bridge, and hide behind the cubicle wall **(B.1)**. Bring out the `RC Jumper`, and hop it onto the metal rack cabinets and into the duct work in the ceiling. Leap out into the crawl space above the guards, scoot north, then turn right (east). Check your minimap; you're above a ceiling grate by the bridge entrance. Open the grate, distract the guard, and drop down onto the floor **(B.2)**.

Distract any guards on the bridge with phone calls, then boost across the bridge. Or, use the RC passage way above the bridge for an easier crossing. Now in the east tower **(B.3)**, look left (north) slightly, locating the cabinet with the eagle statue. Unlock the CCT on the same wall, then bounce up the filing cabinet and shelves and into the ceiling crawl space **(B.4)**. Scoot east, using `NetHack` to see the ceiling grate that's locked and above the objective. With the CCT hacked, you can now open this ceiling hatch, and drop into the server room. Or, continue east, dropping down near the break room, watching for and distracting guards. You can:

Jump on the snack machines and plastic tubs **(B.5)** to reach the ceiling tile and the crawl space. Open the ceiling grating above the server room, drop in, and hack the server.

Ignore the ceiling route into the server room, trundle to the guard with the access key, distract, then hack her key, move to the server room door you can now unlock, and enter the server room to hack the server.

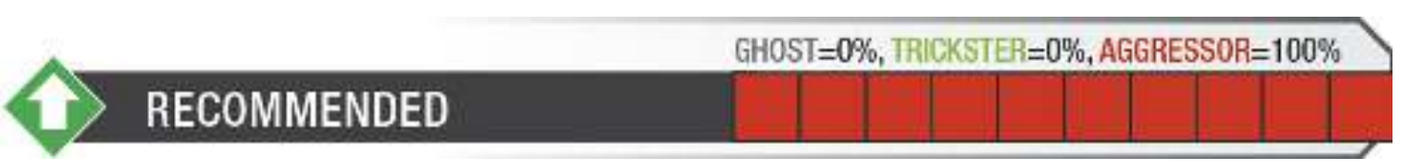
Before the hack begins, move to the reception area and the elevator so you're not stuck in the storage room when reinforcements arrive once the download is noticed.

Or, locate the ceiling grate in the reception room at the start of this infiltration (it requires the Enhanced Jump), which is a slightly easier option.

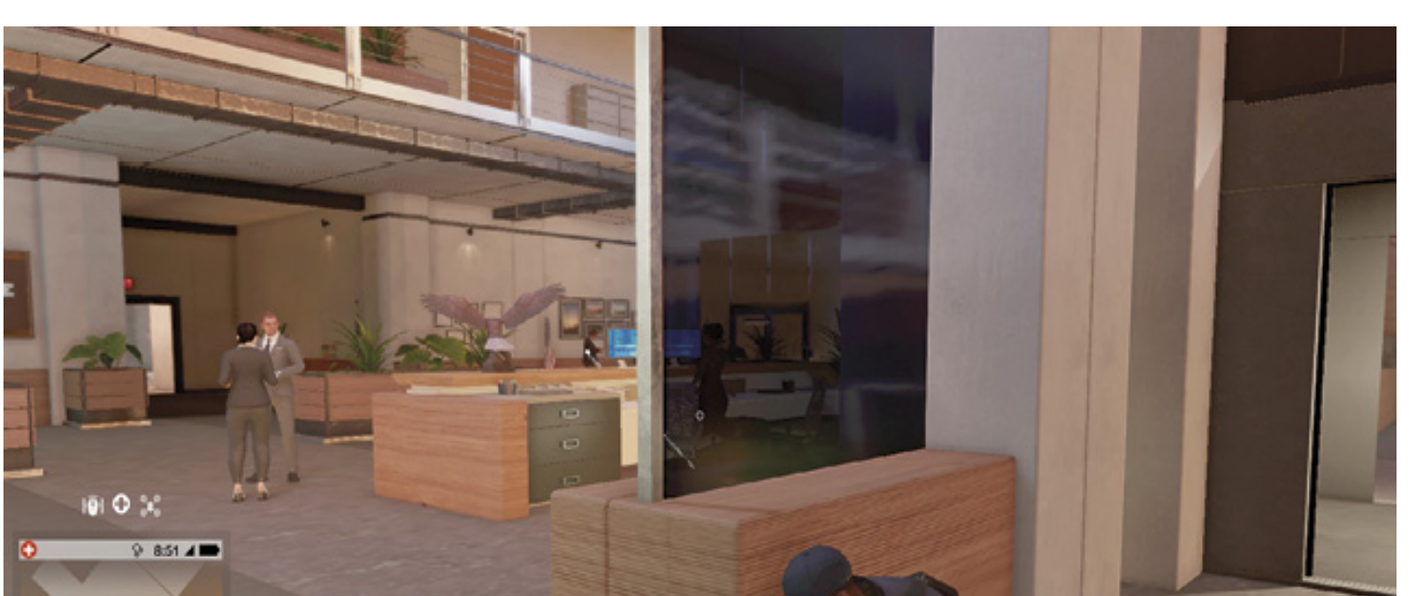
FBIRRITATION

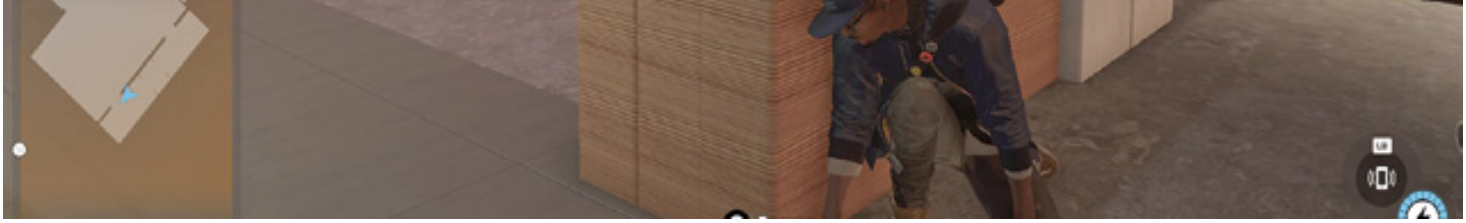
If you have the ability to distract, you may find the `RC Jumper`'s route easier if you remain in the reception area (not even in the restricted area), and follow **Path A** using the `RC Jumper`, ignoring the ceiling crawl space entirely. When the download begins, you're adjacent to the exit elevator.

FBINSANITY



If matters turn violent—either started by you at the base of the stairs in the antenna area and blasting the first guard or if you're spotted during this infiltration—`shotguns` and proximity traps are your best line of defense. Any of the server or storage rooms (on either side of the bridge) are the best places to hold up and whittle down the enemy forces; use the door choke points to prime traps, and watch your ammunition: it's easy to run out as more reinforcements arrive.





Back down in the lobby and depending on the heat level, there are a few exit plans:

STEPPING LEFT

Step left out of the elevator, hugging the planters and moving east to the exit door. You can do this whether foes are searching for you or not. Distract or attack the agents prowling the area if you wish. If you're fleeing, zigzag and hack proximity traps as you go.

STEPPING RIGHT

Step right out of the elevator and produce the **RC Jumper**. Drive it into an L-shaped duct and out to a CCT near a snack machine. Unlock the CCT, allowing you to access both locked doors in this area, one of which leads to the south side of the building, offering you slightly more cover when you escape. s always, beware of agents in the vicinity.

Flee out of the area shown on your map.

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W4TCHED

5. Operation—Wrench In The Works

OBJECTIVES

- Reach the antenna.
- Plant a transceiver on the antenna.
- Infiltrate the FBI hideout.
  - Retrieve Wrench's mask.
  - Download the FBI data.
- Leave the FBI hideout.
- Return mask to Wrench.

DIFFICULTY

REWARDS

DedSec Followers: +242,000+

T-Shirt: FedSec

BRIEF

DedSec is on the trail of the not-so-secret FBI surveillance center by using radio triangulation. You and Wrench are all about disrupting FBI activities.

HOSTILES

- FBI Federal Bureau of Investigation
- Oakland Police Department

LOCATION

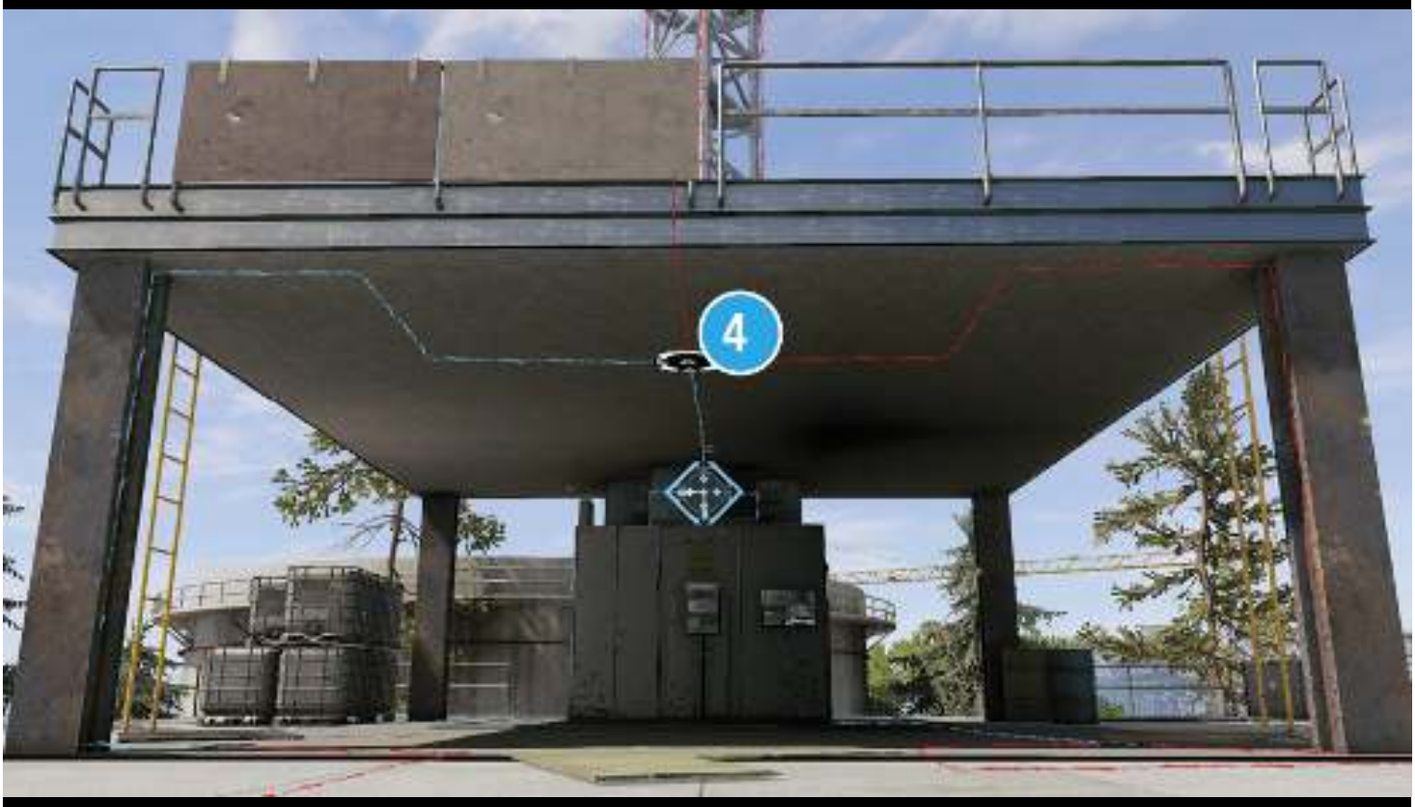
1. Antenna, south of Starter Oil Co., **north Oakland**.

2. 16th Street Station, **Oakland**.

3. Parking lot roof, one block west of Christ the Light, **Oakland**.

Your break-in has yielded dividends. Time to triangulate and pinpoint the trail; set off to the antenna location. As you arrive and start the operation, you receive some troubling news about Wrench. As you're here, you need to complete the triangulation quickly, as Wrench has gone dark. Time to solve another Network Bypass. Note one of the nodes is in a hole below you, and another is on the underside of the concrete platform the ctOS box is attached to.

NETWORK BYPASS



1: Turn x1.

2: Turn x1.

3: Unlock.

1: Turn x3.

2: Turn x1.

4: Unlock. Turn x1.

5: Turn x2.

6: Turn x1.

7: Unlock.

6: Turn x3.

8: Turn x1.

1: Turn x1.

3: Turn x3.

9: Unlock. Puzzle complete.

☰ Infiltration Points

The station grounds and the restricted area is among the largest you'll encounter, but most of the action takes place in the area within the motion detector lasers surrounding the main station building. With this in mind, the main places to insert yourself or your drone are as follows:

1 Front Entrance (East):

Motion lasers, a motion detector under the main door awning, and a locked door requiring an access key mean it isn't wise to infiltrate from this area. However, the semicircular windows above the main doors (and on either side of them) allow your Quadcopter (and with careful maneuvering, your **RC Jumper**) to enter the main hall remotely; you can then secure the access key, Wrench's mask, the CCT unlock, and the server download. Now you need to move to a spot where the download can continue.

2 Ivy-Covered Entrance (South):

Watch for a sniper on the mid-roof balcony, an armored foe on the ground, and a foe inside the storeroom you reach after entering. Clearing this area is a good choice, and using the red metal container to reach the ladder to the mid-roof is a good stealth option. From here you can access the building's west side. Note the scaffold platform above the mid-roof, which leads to a roof vent. Use your **RC Jumper** to head into the building and secure the collectible (as well as other, more vital objectives) if you wish.

3 Lower Platform (West):

The massive restricted area extends out to the overgrown train yard, but of greater interest is the concrete platform past the motion lasers. Very difficult to enter directly, it’s best to dodge the three guards in this area by distracting or creeping along the station’s outer perimeter. Expect reinforcements to reach this area first. Both stairwells (northwest and southwest) allow access to the upper platform.

4 Upper Platform (West):

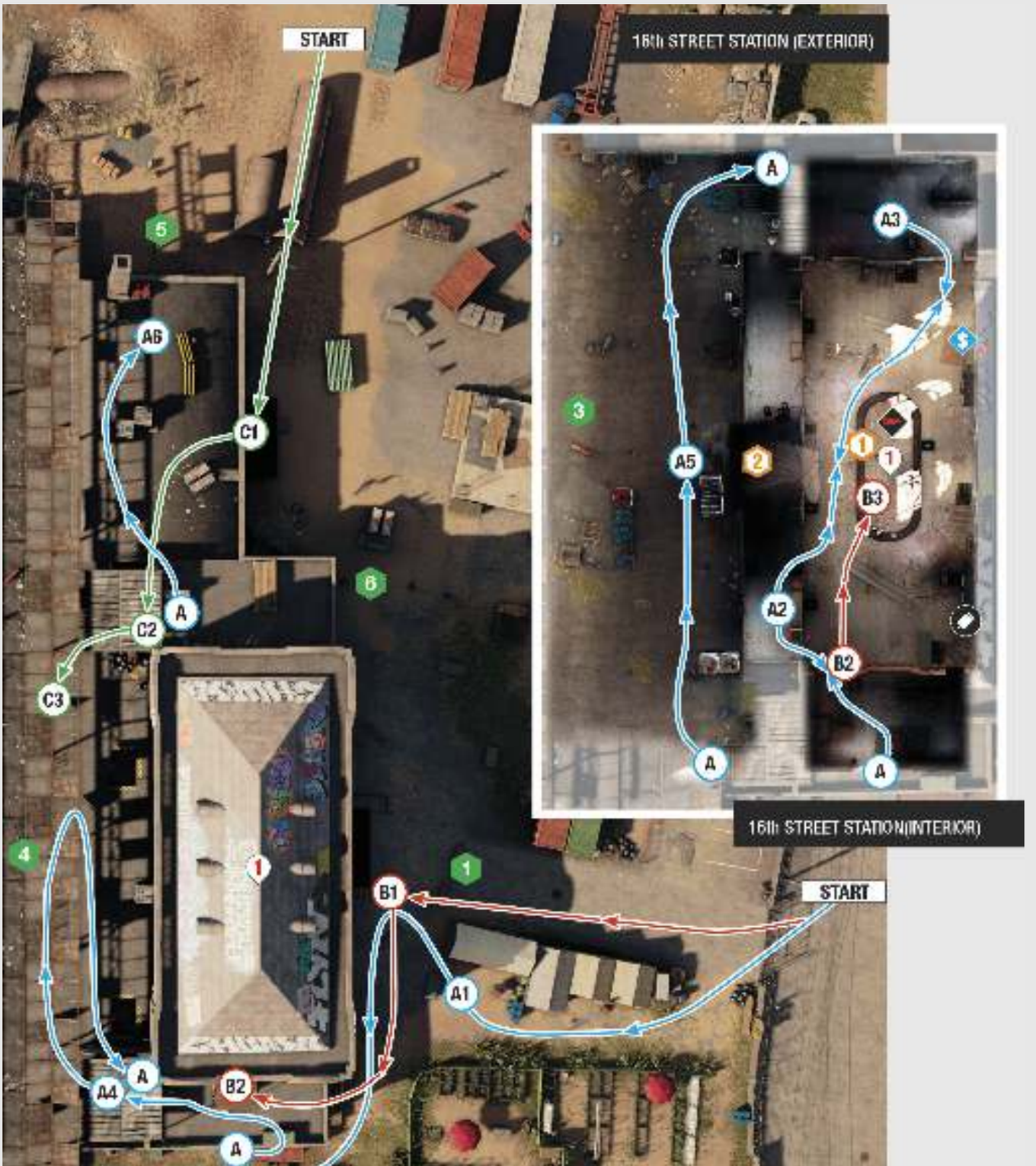
Access this via the northwest or southwest staircases, the containers on the outer edge of the southwest yard, or by hacking the construction area to the north. There are at least two guards to worry about on this open area. Don’t overlook this area, though; you can peer down at the building’s interior, hack the access key, mount an attack, or use a remote device to start infiltrations through the open windows. Note the two ladders and holes leading down into the building interior on either side of the server; these can circumvent the locked doors.

5 Mid-Roof and Construction Area (North):

Access these via the upper platform, the northwest stairs, or the awning and metal container at northeast ground level. This area is dominated by a tall stone chimney and various construction piles. You can hide here when using remote devices, as you can quickly reach the download radius afterward. Also note the high open vent hole high atop the central northern wall of the building, allowing your Quadcopter in easily.

6 Open Entrance (Northeast):

On the inner side of the various motion lasers are two openings leading into the northern building interior—one window and one doorway (northeast). Beware of the patrolling guard who goes in and out. Note the smaller open window (north) opposite the open metal cargo container, which is too small to pass through.


START
16th STREET STATION (EXTERIOR)
A6
C1
A
C2
C3
5
6
A
A3
A5
A2
B3
B2
A
A
3
2
1
1
$
16th STREET STATION (INTERIOR)
4
1
1
B1
START
A1
A
A4
B2
A

Hack the antenna, and Josh triangulates to the old 16th Street Station. You hack into the camera feed at the location and watch an interrogation take place. Optionally hack into Wrench's mask and give him a wink. After Wrench fails to rat on DedSec, despite the arrival of a certain CEO, he's released—without his mask—and you're determined to find it and exact more than a modicum of revenge. Head down to the 16th Street Station and begin to scout the perimeter.

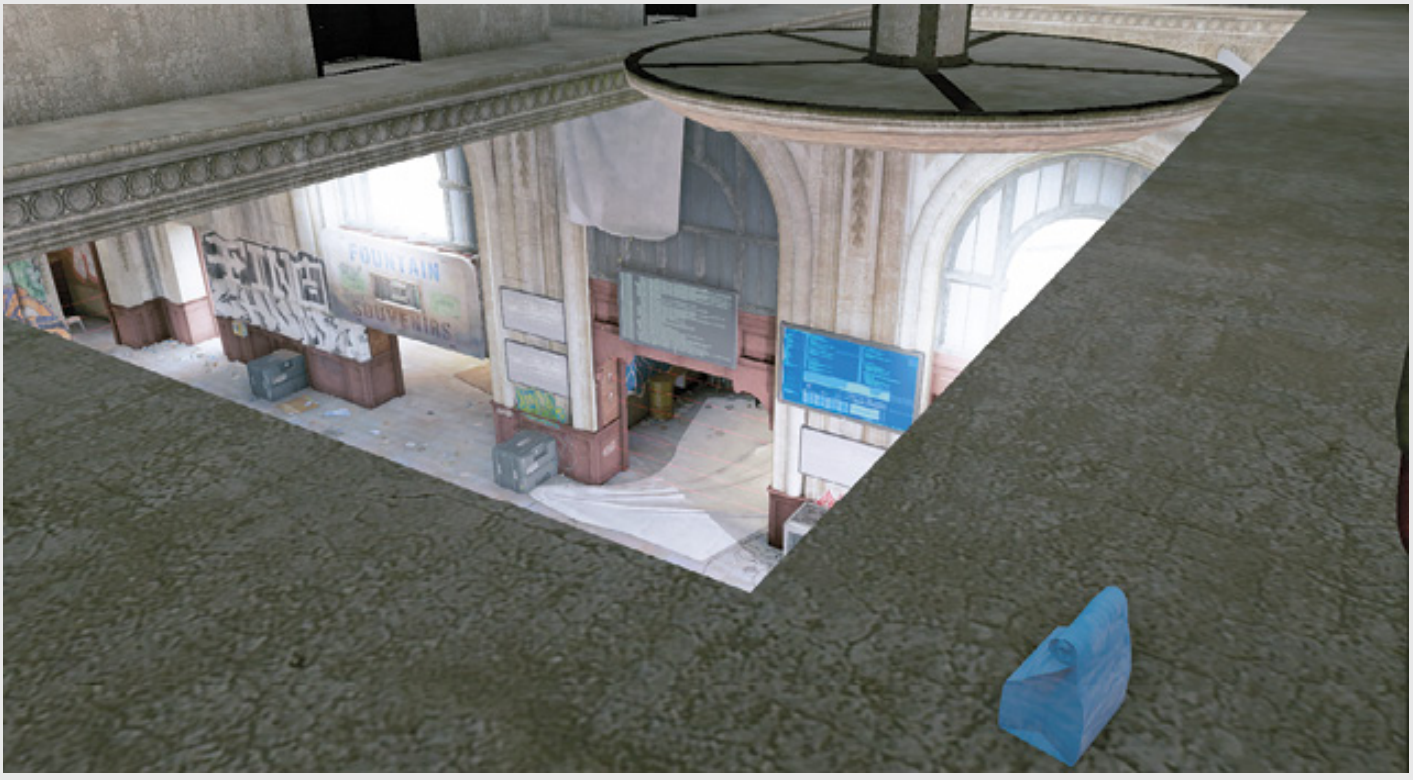
POIs and Objective Points

Main Hall and Oval Desk

The north and south areas of the main hall have antechambers with motion lasers to be aware of, and the west wall on either side of the server has locked doors (lower platform) and a ladder (upper platform) that enemies stream in from; you can use these as an exit or entrance too. The small brick wall sections on each side of the server are also great places to hide and dart out at enemies hunting for you. As for the interior, use the oval desk as cover and the wide open interior as a good spot for launching projectiles, from Marcus or one of your drones.

Collectible

Sitting on the lip of the interior roof in the main station hall's northeast corner, this is a tricky bag to grab. However, you can reach it if you insert the **RC Jumper** into the vent grating on the building's south wall, at roof level, and maneuver around the stone lips, duct openings, and circular ceiling boss supports.



Access Key

One of the guards at the main hall oval desk is carrying the key to unlock all the doors on the station's perimeter. Of course, the guard is inside the building, forcing you to either send in a drone or creep up to the open windows on the structure's west side.

Closed-Circuit Terminal

Attached to the wall in the main station hall's southeast corner, this allows access to the server and is mandatory to unlock. Use your `RC Jumper` if you're having problems being spotted as Marcus, or knock everyone unconscious (or distract them) first.

1 Wrench's Mask

This sits on the oval desk in the main hall. Steal it while on foot or use the **RC Jumper**. It's best if you grab it just after hacking the server or after temporarily securing the area after neutralizing foes, as it takes a couple of seconds to pick up. Note you can drive your **RC Jumper** to the mask, pick it up, then discard the Jumper, and the objective still counts.

2 FBI Data Server

After unlocking the server at the CCT, you can hack this server using either your drone or Marcus. You don't need to shut down the motion lasers, but once the download begins, you must be within a small radius to receive it. This means Marcus must maneuver into a potentially dangerous location and wait. This problem is compounded by reinforcements arriving, but if you find a good spot (detailed below), this can be a quick data grab and escape.

PATHS TO COMPLETION

With armored foes guarding this hideout, along with the regular FBI, extreme caution is advised. The place has numerous motion detectors (above almost every entrance), and reinforcements arrive quickly and in large numbers, usually via the railroad tracks. So it's best to solve the objectives by stealth or remote hacking:

A GHOST TRAIN

Show the FBI the definition of the word "ghost" by using only motion detector hacking, phone distractions, and simple throttling to remove all threats using the following route. Be aware that even tasering and using scenery to electrocute foes results in them actively searching for you and usually calling in reinforcements.

Enter via the gates at Infiltration Point (IP) 1. Head west and hack the small length of motion lasers left of the main entrance **(A.1)**. Creep south and west, to the side of the building, hiding by the large red container. Hack the motion detector. Wait for the armored foe to emerge from the ivy-covered doorway, then throttle him. Head inside the station building to a small side storage area with a second foe leaning on some construction materials. Strangle this foe.

Hack the motion detectors, head into the main hall of the old station, and immediately creep left, to the brick wall with the access key door and ladder. Hide behind this wall **(A.2)**. There are two immediate threats—both foes in the central oval-shaped counter area. When the farthest one's back is turned away from you, hack both their phones. Then creep in, strangle the nearest, then the farthest one.

Remain inside, and head northeast to the main hall's far end. Hack the motion detector, and quickly search the graffiti-daubed side area (and outside, watching for a motion detector outside the doorway) for another guard to neutralize **(A.3)**. Don't complete the objectives yet, as more foes arrive when you try to hack the server. Instead, hack the access key from one of the interior guards, then retrace your steps to the ivy-covered doorway you used to enter the building. The motion detector is active, so turn left, hug the wall, and climb up the red container to a ladder.

Climb the ladder onto the building's southern roof. Strangle the guard up here, then look for the armored guard patrolling the southwest area, on the old platform. Cross the stairwell and throttle him **(A.4)**, turn north, and head along the platform's upper floor. Strangle the waiting guard here, without stepping into the motion detector cone. Return to the southwest stairwell.

Descend to the area under the platform. There are three guards here, and they may be anywhere in the western part of this ground-level platform area. Distract the two foes farthest away and stalk the nearest foe as close as you can. Then continue and bring down the two remaining guards **(A.5)**. Watch out for a motion detector cone as you climb the northwest stairs to the upper level, and turn to face north. The final guard is patrolling the rooftop construction area (northwest) with the stone column **(A.6)**. He's easy to drop.

Now reenter the station building, but be very careful not to trigger the motion lasers or cones along the way. Complete both objectives. When the server download is triggered, simply stay by the western brick wall near either of the access key exit doors and ladders; foes don't reach you in time, and you can make a quick getaway.

SEND IN THE DRONES

Need to hack a motion detector but you're on the "wrong" side and can't see it to hack it? No problem; use remote cameras or your drone to locate and deactivate it!

B A QUICK GAIN

Need a quick in-and-out infiltration using your drone? Then enter from IP 1, and position yourself close to the front (east) doors, beyond the motion detector lasers **(B.1)**. Now release the drone, flying it up and around to the south. Open the roof vent above the crates and scaffolding **(B.2)**. Fly into the station interior.

Position yourself so you're almost scraping the ceiling, and hack the access key. Before you finish using the drone, fly it over the center of the oval desk **(B.3)** with the two foes patrolling under you (by Wrench's mask), and drop an electroshock bomb. Activate it, and when one foe walks into it, both are struck and sent to sleep.

Now on foot, deactivate the lasers and the motion detector cone above the east door. Unlock the door now that you have the access key, and enter the station. Turn left (south), unlock the CCT, and quickly grab Wrench's mask, then hack the server, before getting into a hiding position by one of the western access walls and ladder. As the download begins, zap anyone close by, before they see you. Then flee the way you came once the objective is complete.

NO PAIN, ALL GAIN

Want to execute both objectives using the `RC Jumper`? There are numerous entrances to try, but for supreme stealth, enter via the break in the laser fencing to the north (by the two large pipes). Climb up to the northern roof **(C.1)**. Optionally dodge or strangle the single foe up here, then climb onto the stairwell's metal roof, using cover on top of it, at the building's northwest corner **(C.2)**.

Produce your **RC Jumper** and trundle south, hacking the access key and calling the phones of both foes inside the station; then drop through the open arched window or the hole with the ladder. With all enemies answering their phones, you just have enough time to grab Wrench's mask, then seek cover behind a wall. Go to the CCT and unlock the server. Trundle via the wall vent to either side of the server cubbyhole (avoiding the laser wire), and begin the download.

Switch to Marcus. If you've been careful, enemies may be searching for but not actively shooting you. Drop down and slip behind the concrete barrier in the northwestern edge of the download radius **(C.3)**. Wait for the objective to complete. You don't need to gather the **RC Jumper**, even after Wrench's mask has been remotely picked up. When the objective is complete, escape via the north, which is usually far less crowded with foes.

THE OPERATION CONCLUDES: MEETING WRENCH

Flee the restricted area, and lose any pursuers in the usual manner. Then rendezvous with Wrench at the roof of the multistory parking lot one block west of Christ the Light. Look for the white neon arrow indicating the parking lot stairwell, and ascend. After a chat, DedSec releases an incriminating video about the FBI's activities. The operation now concludes.

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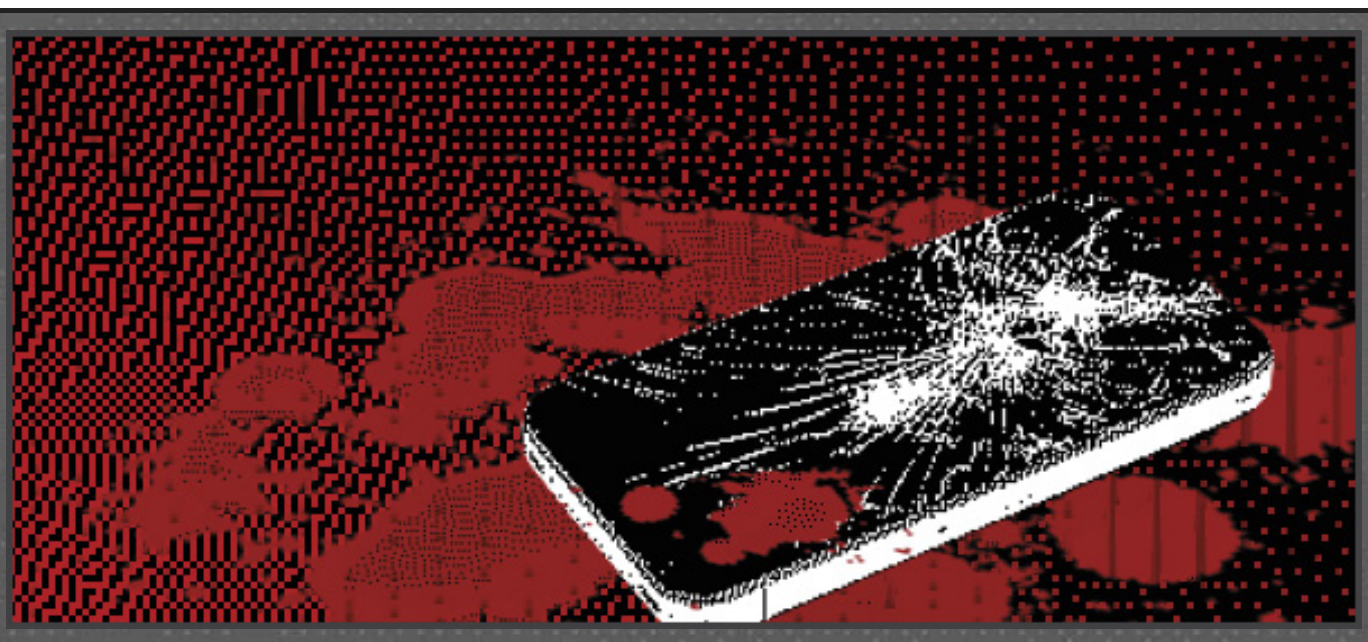
EYE FOR AN EYE

Operation Overview



OBJECTIVES

- Track back Horatio's cellphone.
- Track Horatio's kidnapper.
- Break into the Tezcas hangout.
  - Download Tezcas operation info.
  - Switch the irrigation system.
- Leave the Tezcas hangout.
- Meet DedSec scout at the harbor.
- Destroy the crates of cocaine (4).
- Leave the cargo area.
- Escape.
- Avenge Horatio's death.
  - Neutralize Travino.
  - Neutralize Guttierez.
  - Neutralize Huerta.
- Leave the area.
- Meet DesSec Scout in New Mainland.
- Neutralize Pablo the Skinner
  - Enter Pablo's underground hideout.
- Neutralize Pablo the Skinner.
- Leave the hideout.
- (If detected) Escape the Tezcas.

DIFFICULTY

REWARDS

DedSec Followers: +32,400

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EYE FOR AN EYE

1. Operation—Lost Call

OBJECTIVES

- Track back Horatio's cellphone.

DIFFICULTY

BRIEF

Horatio has gone missing and DedSec is worried about him. You need to track him down.

LOCATION

- Plaza one block west of **Oakland** Superior Court.

Sitara checks in with you, worried about Horatio, who hasn't called DedSec. Head to the alleyway plaza close to **Oakland** Superior Court, and begin the operation. Josh hacks the nearby ctOS cameras and makes a discovery.

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EYE FOR AN EYE

2. Operation—A Brutal Discovery

OBJECTIVES

- Track Horatio's kidnapper.
- Break into the Tezcas hangout.
  - Download Tezcas operation info.
  - Switch the irrigation system.
- Leave the Tezcas hangout.

DIFFICULTY

REWARDS

DedSec Followers: +32,400

BRIEF

The Tezcas took Horatio, and the only one you could identify is gang-member Luis Travino. Find him and maybe you can find Horatio.

HOSTILES

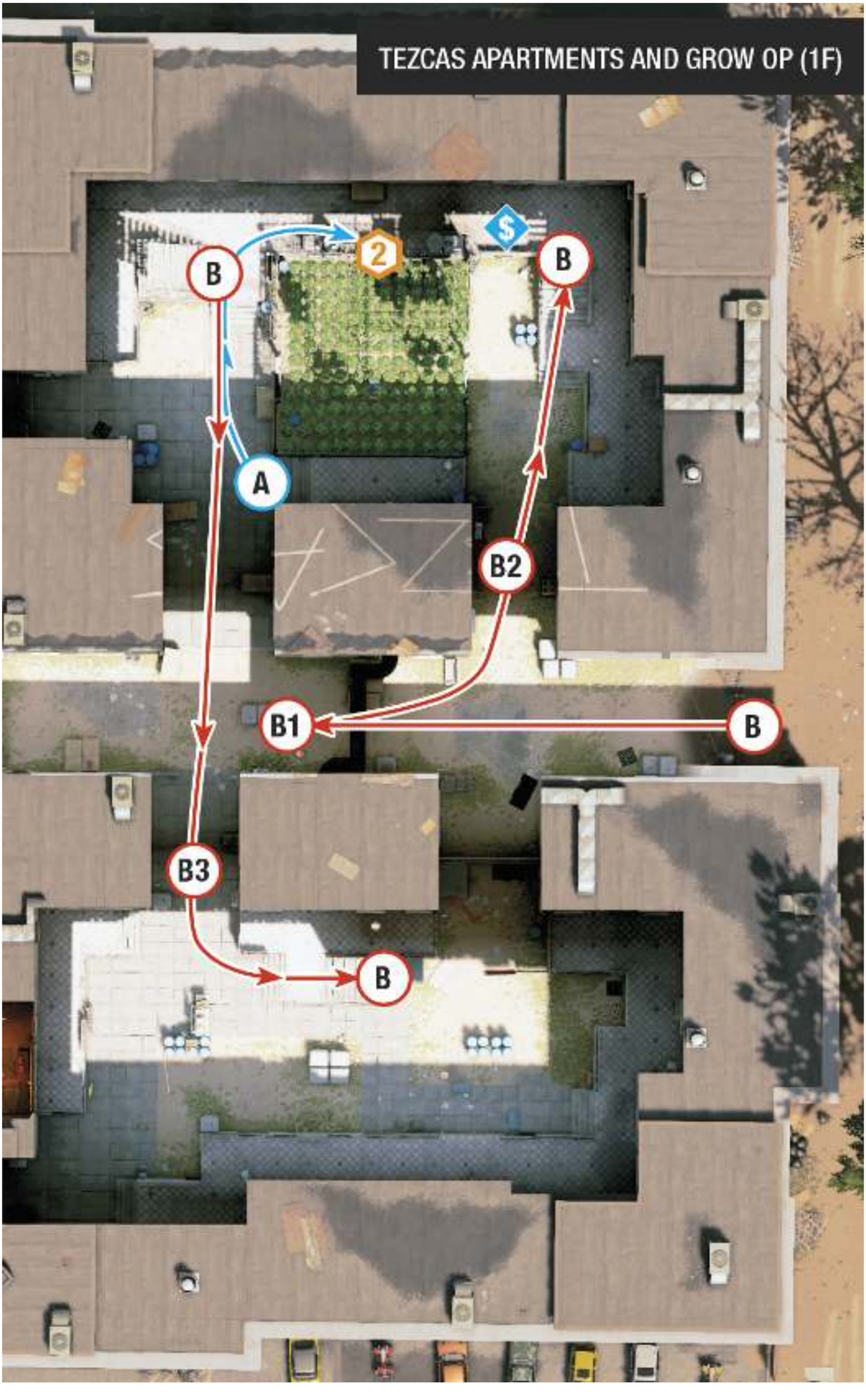
- Tezcas Gang

LOCATION

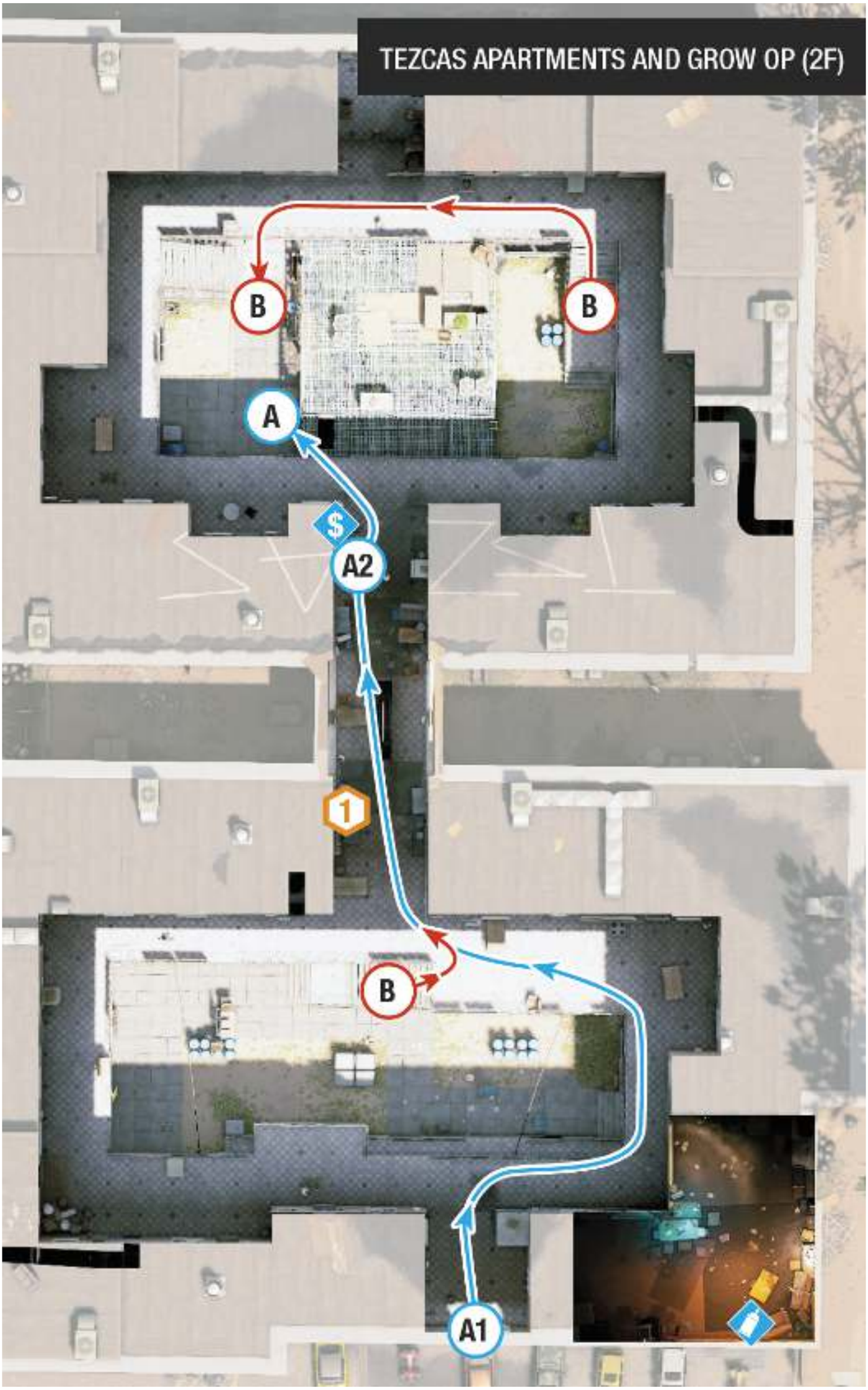
- 1. Tezcas house, Woodland, Oakland.
- 2. Tezcas apartments and grow op, Woodland, Oakland.

TEZCAS APARTMENTS AND GROW OP (EXTERIOR AND ROOF)
1
2
3
4
5
6
A1
B
START
START

TEZCAS APARTMENTS AND GROW OP (1F)



TEZCAS APARTMENTS AND GROW OP (2F)



The camera footage leads you to a known Tezcas gang stronghold in Woodland. Enter the single-story Spanish-style home, where you make a grim discovery.

You need to track down those responsible, and Josh mentions a lot of phone activity coming from the apartment building up the road. As you reach there, you realize the place is a grow operation and extremely well defended.

☰ Infiltration Points

1 Southside (South Building):

The southern perimeter has gates to open in the southwest area and a ground vent inside for a drone to pass through. Don’t overlook the shuttered second-floor window. Hop on a van, hack the shutter to open, and infiltrate up to the second-floor alcove (and main balcony walkway) from here.

2 Westside (South Building):

The side of both buildings closest to the road offers numerous insertion points: In the southwest area are unlocked double doors with a drone-sized hole above. Above the “welcome” graffiti is a window shutter you can hack and vault through. Between both buildings is a mesh fence you can drive through and an adjacent ground vent you can drive an **RC Jumper** through.

3 Westside (North Building):

An open passage into the apartments is available for you to stroll into, close to an open ground vent. There are also gates to hack (for entering or exiting) in the northwest corner.

4 Northside (North Building):

There’s only a single second-floor window shutter to hack and climb through, providing you have the height (drive a tall truck here first). It leads to the northern balcony walkway.

5 Eastside (North Building):

The stack of drywall here has a second-floor vent you can maneuver a drone into, once you unlock it. This is a good spot for **RC Jumper** infiltration, as you emerge on the upper balconies, reasonably close to the objective. Just drive a van and park it by the drywall so you can reach the vent.

6 Eastside (South Building):

The main path between the buildings runs east to west here and is a critical location when hiding while downloading the operation info. Otherwise, the building on the alleyway side has no infiltration points.

POIs and Objective Points

Collectibles

There are three **collectibles** to pick up, now or after the operation. There's one on a side cabinet in the upper apartment in the southeast corner of the south building. There's one on shelving in the upper-floor corridor just north of the objective. And there's one under the north building, in the northeast corner, where you need to drop the **RC Jumper** to gather (it's just next to the grow operation).

Operation Info Laptop

Sitting by a server in the northern part of the southern building, close to the connecting bridge between both buildings, this can be hacked using your Quadcopter, **RC Jumper**, or Marcus. However, the download radius means Marcus must be nearby (or better yet, under it) to complete the download. This is a strongly guarded area, but there are plenty of tight hiding spots.

Irrigation System

This is on the north side of the ground floor of the north building. It is hackable after you download the data and sets fire to the weed growing in the central courtyard. Afterward, you need to flee to a safe distance, and reinforcements arrive regardless of whether you cleared the area of foes beforehand.

PATHS TO COMPLETION

The tight spaces mean you're more easily spotted maneuvering through these two connected O-shaped buildings. Having trouble infiltrating? Then change your entry point, and be aware that there are fewer gang members than you'd think; once you whittle them down, it becomes easier to maneuver.

It's also worth remembering there are two linking corridors to each apartment block on the ground floor and one (with the objective) on the upper floor. Also keep in mind there are dozens of ways to reach and complete the objective; the following are the most proficient and safest:

A ELECTRICAL STORM

This takes care of all hostiles, including the dogs, and gathers all **collectibles** before both objectives are done. Rely on scenery electrocutions, taser shots, and suppressed pistol kills (to keep these foes down). Start at Infiltration Point 1, **driving** a van under the window shutter, then hacking the shutter to access the open window after climbing atop the truck. Vault over into the upper balcony of the south building near a punching bag, and hide behind the blue tarped pallet stack **(A.1)**.

B STRANGULATION IS THE NORM

This is an alternate route, which has been tested using just strangulation, though it's easier if you use phone distracts too. Enter the eastside alley, into the east-west passage between the apartments (IP 6). Sneak in and throttle the foe standing under the objective area **(B.1)**.

Your actions may have caused the foe in the northern apartments to investigate the noise, so stand at the corner of the connecting passage into the grow-op area (east side). Step out to strangle him **(B.2)**. Be careful as you reach the grow-up area; scan it for a foe patrolling the balcony, and look for an appropriate time to step up and throttle her.

Time to strangle some dogs. Drop down onto the paved area of the northern apartment block, then work your way south, directly down the corridor **(B.3)**, moving from cover and running in to subdue the three dogs you encounter one by one. Finish with any foes in this corridor who've discovered the body of the first foe you dropped. If the two remaining human foes haven't spotted the body and aren't actively looking for you, coax them into this corridor (use your **RC Jumper**'s taunt, or hack a junction box to explode). Clear the remaining foes from here, then secure both objectives.

A BRIDGE SWARM

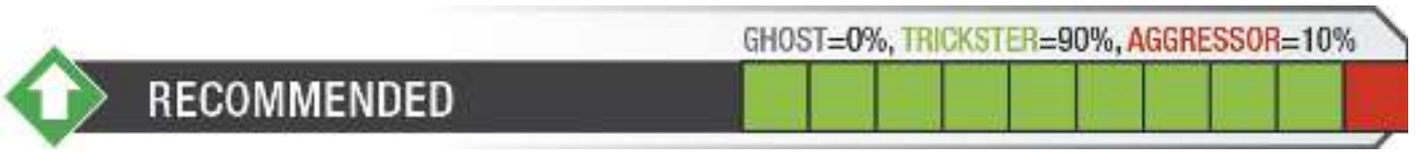
Drive a getaway truck with a high container attached, from the eastside alley, into the east-west passage between the apartments (IP 6). **Driving** the car is important; maneuver it very slowly so the first guard is alerted, then back out of the restricted area into the east alley, get out, and throttle her.

Check the bridge above for foes, and tase any that give you trouble. Park your truck under the bridge, climb atop the truck's container, go through either open window, and into the bridge and laptop objective to start the download. Then hide, either behind cover or drop down and hide in the truck. Next, sneak to the second objective, light everything up, and escape in the truck or another vehicle.

QUADCOPTER BARNSTORM

This completes both objectives without even meeting a foe. Wander into the edge of the restricted area in the east-west alley between the buildings, coming in from IP 6. Drop behind the stacks of metal and rebar cubes on the right (north) side. Launch your Quadcopter, and fly it through any open window on the upper bridge and to the laptop objective. Hack it, then fly the drone out of view, hovering over the grow operation. After you gather the operation information, fly the drone above the irrigation system, setting fire to the weed farm as soon as you finish talking. Then leave. Quickly.

DUCTWORK FORM



The optimal vent to drive your **RC Jumper** into is located inside the southwest gates, in the ground-level corner of the south apartment. The duct ascends to the southwest corner of the upper balcony, allowing quick and easy access to the laptop. The only problem is the download radius of the hack, so run to the east-west alley for the safest place to wait.

Afterward, steer the **RC Jumper** into the vent just west of the laptop, on the north wall of the southern apartment building. This vent takes you under your foes to the north balcony and growing operation. From here, you can jump up and out (once the second objective is ready to hack) and finish the mission in seconds.

ROOFTOP PLATFORM

An even better idea is to take your **RC Jumper** onto the roof! Start at IP 4 (north side of the north apartments). Drive a truck under the window shutter and roll back the shutter. Drive your Jumper onto the top of the truck, bounce into the window, over the railing (distracting foes with phone calls), and onto the wooden crate on the giant metal grow-op cage. Accelerate and jump from the crate, landing on the roof.

Now drive the **RC Jumper** south, along to the roof of the southern apartments, so you have a direct hacking connection to the laptop (from range). Hack the laptop, and move Marcus to the safest download spot in the radius (the eastern part of the east-west alley between both apartment complexes). After deciding to torch the grow operation, switch back to the **RC Jumper** (still on the roof) and drive it to the roof lip directly above the Irrigation System objective (there's a tiny gap allowing the hack so you don't need to drop your Jumper off the roof). Now explode the weed operation and flee!

TEZCAS FIRESTORM

Need to enact a violent revenge? Then enter via IP 2, plant a grenade at the feet of the dogs, and climb the ladder in the southwest corner of the south apartment building. Then rush the southeast apartment (where the collectible is). This is a great location for hiding while engaging foes in a firefight. The door swings open (allowing you to punt grenades at foes hiding nearby), and the window has a shutter you can open or close, depending on threats. You can easily remove all threats and reinforcements from here.

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EYE FOR AN EYE

3. Operation—Shipwreck

OBJECTIVES

- Meet DedSec scout at the harbor.
- Destroy the crates of cocaine (4).
- Leave the cargo area.
- Escape.

DIFFICULTY

REWARDS

DedSec Followers: +32,400

BRIEF

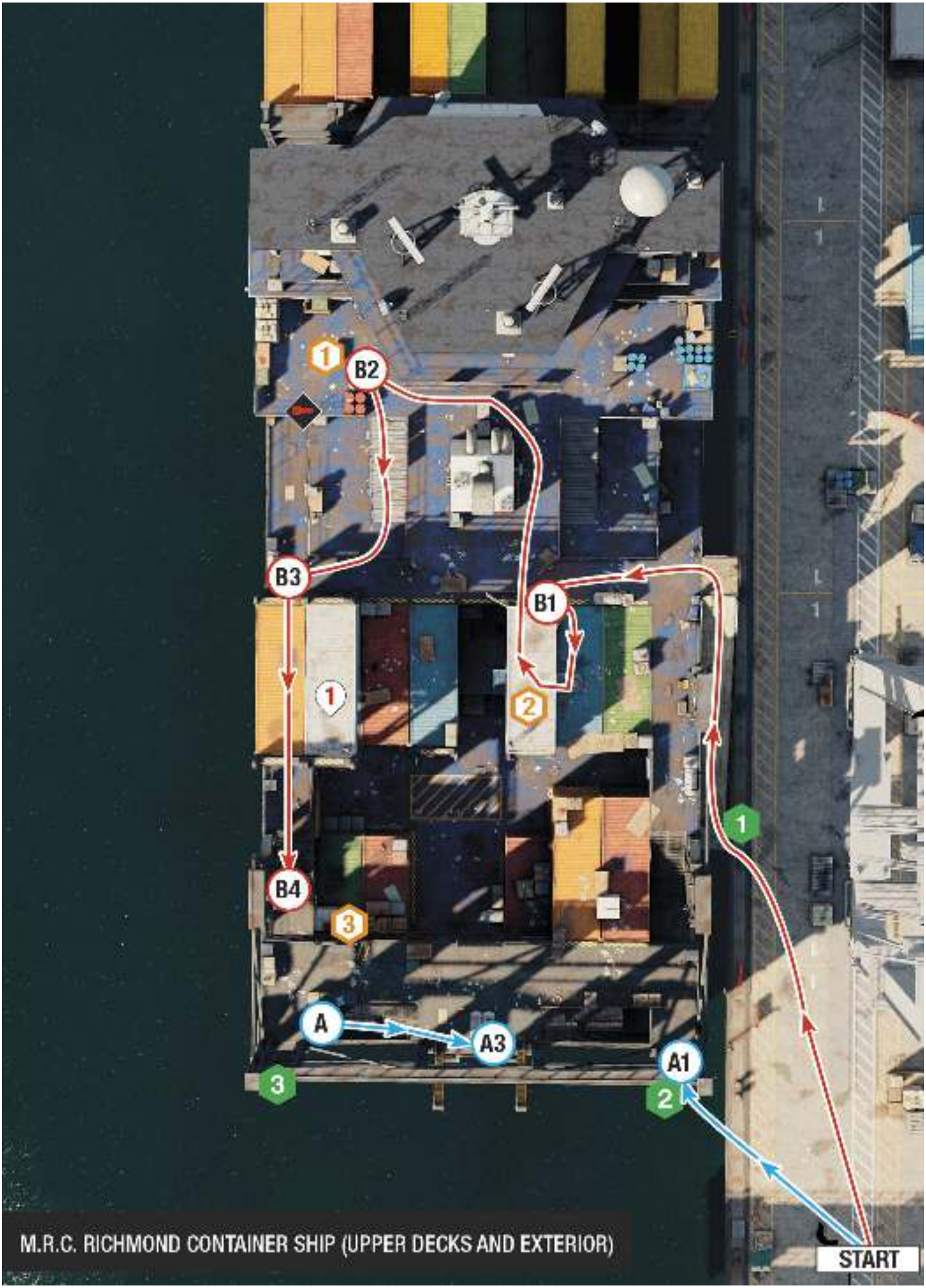
Nobody messes with DedSec and it's time the Tezcas understood that little life lesson…by destroying their cocaine shipment.

HOSTILES

Tezcas Gang

LOCATION

- M.R.C. Richmond Container Ship, southwest Port of Oakland, Oakland.



M.R.C. RICHMOND CONTAINER SHIP (UPPER DECKS AND EXTERIOR)

The Tezcas are about to ship out a huge haul of cocaine. Make your way to the harbor, and rendezvous with the DedSec scout, who fills you in.

Scan the balcony for the two patrolling foes, who could be anywhere around the upper perimeter. Bring the nearest threat down with vault transformer, junction box, or taser electrocutions. If the second one is startled, track him and execute him in the same way. Finish both off with suppressed shots to their sleeping forms. This causes two more Tezcas to rush in on this balcony. While in cover, drop one and then the other using your taser. Then execute with the silenced pistol. Perform the same action by looking down over the balcony at the courtyard below, tagging both dogs.

At this point, you can grab the collectible in the southeast apartment, then move to the objective. Grab the second collectible from the shelf and hide behind it **(A.2)**. Watch for a foe on the balcony of the north apartment block. Tase and slay him. Then drop down and remove the last human foe, before dropping the dog in the paved courtyard near the grow op. Now complete both objectives and grab the last collectible before setting fire to the place.

Follow a similar path, but utilize phone distractions followed by strangulation instead. It's slightly more dangerous, but without the need for firing a single shot.

☰ Infiltration Points

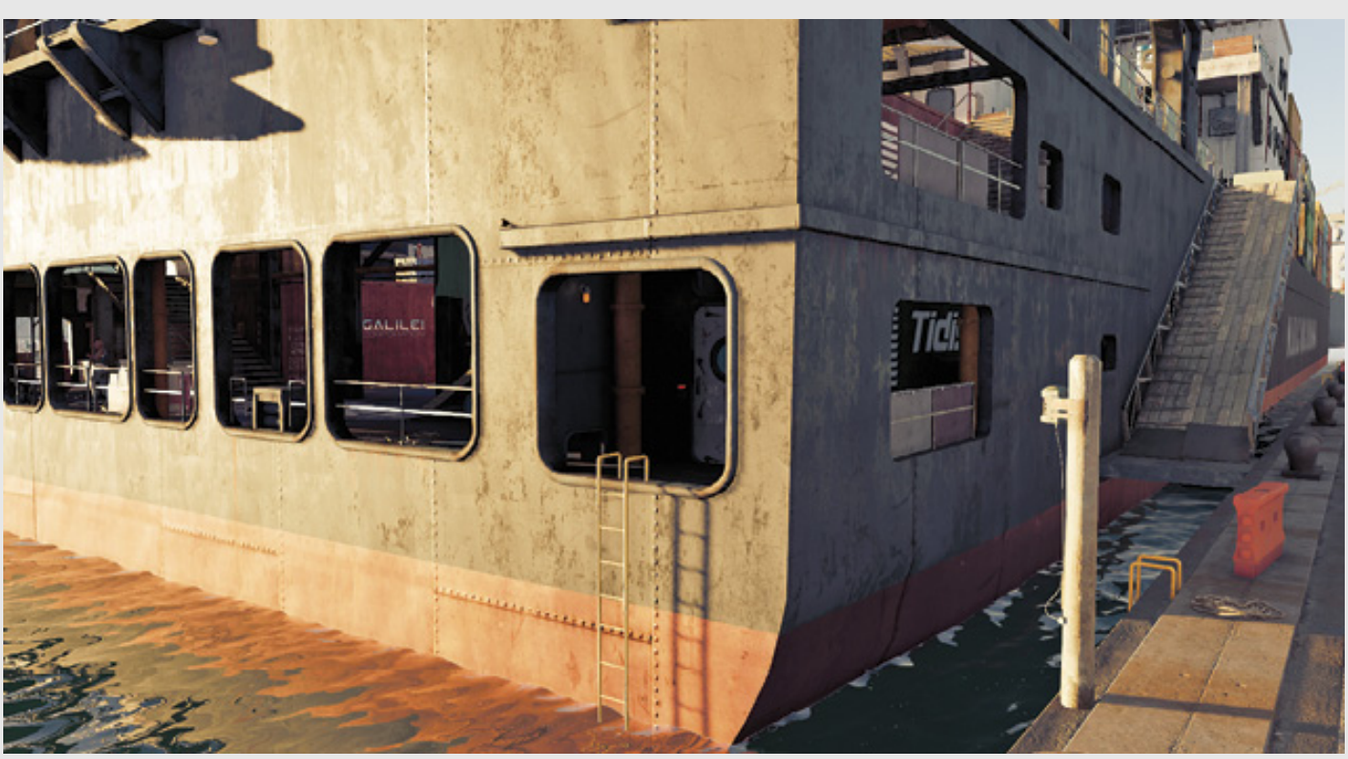
With the enemy already on the higher ground on the ship's decks and one on the high gangway sporting a sniper rifle, it's up to you to make the most of the meager infiltration points. Use the lower, container-filled deck to start the majority of your infiltration choices.

1 Gangplank (East):

From the southeast corner of the docks, up to the ship's eastern upper deck, is a long gangplank that is the "usual" method of boarding this vessel. Both the **RC Jumper** and Marcus are good candidates to access this. Note the open windows at the base of the gangplank are good to jump your RC drone through.

2 Lower Deck Door (Southeast):

This can be accessed (by Marcus or both drones) from the water, after you hack the access key carried by one of the foes. This leads to the boat's southeast corner, which offers some good protection from the foes above you. The fourth cocaine shipment is between this and the southwest door.



3 Lower Deck Door (Southwest):

This can be accessed (by Marcus or the Quadcopter) from the water, only after you hack the access key carried by one of the foes. This door is rarely used, though it does allow quick access to both the third and fourth cocaine shipment targets and to the boat's west, which has a motorboat you can swim to (when you need to flee after meeting the objectives).

POIs and Objective Points

Access Key (Guard)

A sample location is shown on the guide map. This key is attached to one of the foes on the ship's upper north decks. Sometimes the person holding the key changes, but not to worry; they can be easily hacked by camera, drone, or Marcus. The easiest option is to fly the Quadcopter over the ship and hack from a distance.

Collectible (Container)

The lowest deck level has an open container with a car in it. Behind the car is the collectible to gather.

Cars in Containers

The western side of the ship's cargo deck houses a stack of containers, and two of the open ones contain cars. If you have the vehicle hack (for Marcus or either drone), you can force the cars out of the containers. If you drive it straight ahead (don't turn the wheel), the car above the forklift falls into cocaine shipment #3. If you drive it straight ahead, the car on the deck floor careens into cocaine shipment #4. Both are optional and satisfying ways to complete the objectives.

Cocaine Shipment #1

Found on the upper deck (below the sniper patrolling the bridge deck you can't reach on foot).

Cocaine Shipment #2

Found inside the mustard-colored container in the northeast part of the mid-deck with a possible foe standing on top of it.

Cocaine Shipment #3

Found in the lower deck's southwest corner, on a container clustered with other cargo items.

Cocaine Shipment #4

Found by the south windows in the middle of the ship's southern perimeter.

Objective Destruction Table

The following table details the various ways you can destroy each shipment and whether it is possible for a particular shipment:

ACTION	SHIPT 1	SHIPT 2	SHIPT 3	SHIPT 4
Have the enemies shoot at it accidentally.	Yes	Yes	Yes	Yes
Hack a junction box to explode near it.	No	No	Yes	No
Shoot the gas canister on the stack to the right of the shipment.	Yes	No	No	No
Shoot the red explosive barrels near the shipment.	Yes	No	Yes	No
Shoot the actual shipment with a weapon or grenade launcher while on the ship.	Yes	Yes	Yes	Yes
Shoot the actual shipment with a weapon while on the main dock (out of the restricted area) or atop a stack of containers (with a sniper rifle)	Yes	No	Yes	Yes
Stand by the shipment and interact with it (setting it alight, which can be seen but not heard by foes). This can be done by Marcus or the **RC Jumper**.	Yes	Yes	Yes	Yes
Drop either bomb type and detonate it within the area of effect touching the shipment. Marcus, **RC Jumper**, or Quadcopter can do this.	Yes	Yes	Yes	Yes
Remotely drive a car into it.	No	No	Yes	Yes

PATHS TO COMPLETION

As there's an enemy patrolling the upper deck along the north perimeter that you can't physically grab, neutralizing targets at range (or ignoring them completely) is the key to victory here. Your Quadcopter is your friend, too.

PROJECTILE CASTING

Need to keep your "no kills" plan intact? Good man! Then the Quadcopter offers a quick and easy method. Run toward the boat's southeast corner so you're within contact of the Quadcopter after launching it. Pilot the drone over each cocaine shipment in any order you like, dropping an electroshock bomb at each one before detonating it. Then leave. The only one that might cause you consternation is #2 within the container, but you can fly in, drop a bomb, and fly out again before triggering the explosion. Make this the last shipment you destroy in case you catch the drone in the detonation.

The other option is, of course, to drop explosive bombs instead. Messier and just as effective.

BALLAST TANKS BLASTING

If ever there was a mission designed for judicious use of the Zero Day Rifle, it's this one! Use this (or tasing and the suppressor pistol) along with some minor scenery hacking to cause enemy confusion without raising the alert to red. Start by cycling through the cameras and hack the access key from the foe. Then use it to open the southeast door (IP 2). Dive into the water, immediately climb up the ladder, hack open the door, and quickly step on deck **(A.1)** to remove the foe; one of the cocaine shipments sits on this lower covered deck.

You're now on the lowest deck, in the ship's southeast corner. Move north with the large green container to your left, using it as cover when you peer left around the corner **(A.2)**. Dart back into cover before you're seen. Check the tops of the containers for any foes, and quickly execute them. Head back the way you came, moving to the cocaine shipment; pass it while targeting a foe at range who's near cocaine shipment #3 (southwest). Tag him as you climb the metal stairs.

Step up and out onto the southernmost part of the upper deck. Ensure no guards searching your location were above you before you got here. If there were, slowly peek out, execute, then continue. Park yourself directly behind the two white ballast tanks strapped to the deck **(A.3)**. They offer excellent cover, don't explode, and allow you great field of view. Flick between `NetHack` and normal views, and locate the remaining foes on the ship.

Now execute each of them, one at a time, reloading between kills. The sniper on the upper north bridge deck, who you can't reach, can be sniped from here, too, as well as electrocuted by the junction box at extreme long range. When two or three enemies remain, step out from cover, hunt them down, and slay them in silence. Then destroy all four cocaine shipments any way you like, remotely drive the car out of the container the collectible is hiding behind, grab it, and flee the area.

B RC JUMPER IN PASSING

The `RC Jumper` is a great choice if you wish to remotely set fire to each cocaine shipment but want Marcus to stay onshore. There are multiple routes, but this one allows quick access to the upper deck (shipment #1) more easily. Take the gangplank (IP 3) to the mid-deck, make a left turn, and scoot into the open container **(B.1)**. Set fire to shipment #2.

Head back out, spin 180 degrees to your right, and jump onto the container via the crates. Then, while facing northeast, accelerate onto the upper deck area **(B.2)**, avoiding the foes searching for you. Boost along the east-west deck passage to shipment #1. Feel free to drop a bomb close to this shipment and detonate it out of the blast radius, or wait for foes to leave the area so setting fire to it is easier.

Head under the container scaffold along the ship's western perimeter **(B.3)**, so you're directly above shipment #3. Hack the car in the open container below the possible foe to the west, making it drive off the container and smash into the shipment. However, don't watch this happen or you'll be caught in the blast; instead, boost down the metal stairs **(B.4)** to the last shipment and set it ablaze.

YOURBOYSERGE GIVES A SHAFTING

Steal a nearby truck, park it by the stack of cargo containers to the east of the ship, climb on top of these containers, and use your longest ranged sniper rifle (YourBoySerge) to demoralize and defeat any foes you see. You can snipe two of the shipments from extreme range, too. Then board the ship via the gangplank and prowl for survivors, or implement a previous plan for finishing up.

EXIT PATHS

When you need to leave the cargo area after a successful cocaine explosion, pick a vehicle on the docks, return to the vehicle you chose to drive here in, or jump off the ship’s west side (or the south of the harbor). Climb into a motorboat and flee. The usual avoidance tactics apply here. Once you’ve fled the docks, you have another rendezvous to make.

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EYE FOR AN EYE

4. Operation—Root Canal

OBJECTIVES

- Avenge Horatio's death.
  - Neutralize Travino.
  - Neutralize Guttierez.
  - Neutralize Huerta.
  - Leave the area.

DIFFICULTY

REWARDS

DedSec Followers: +24,300

BRIEF

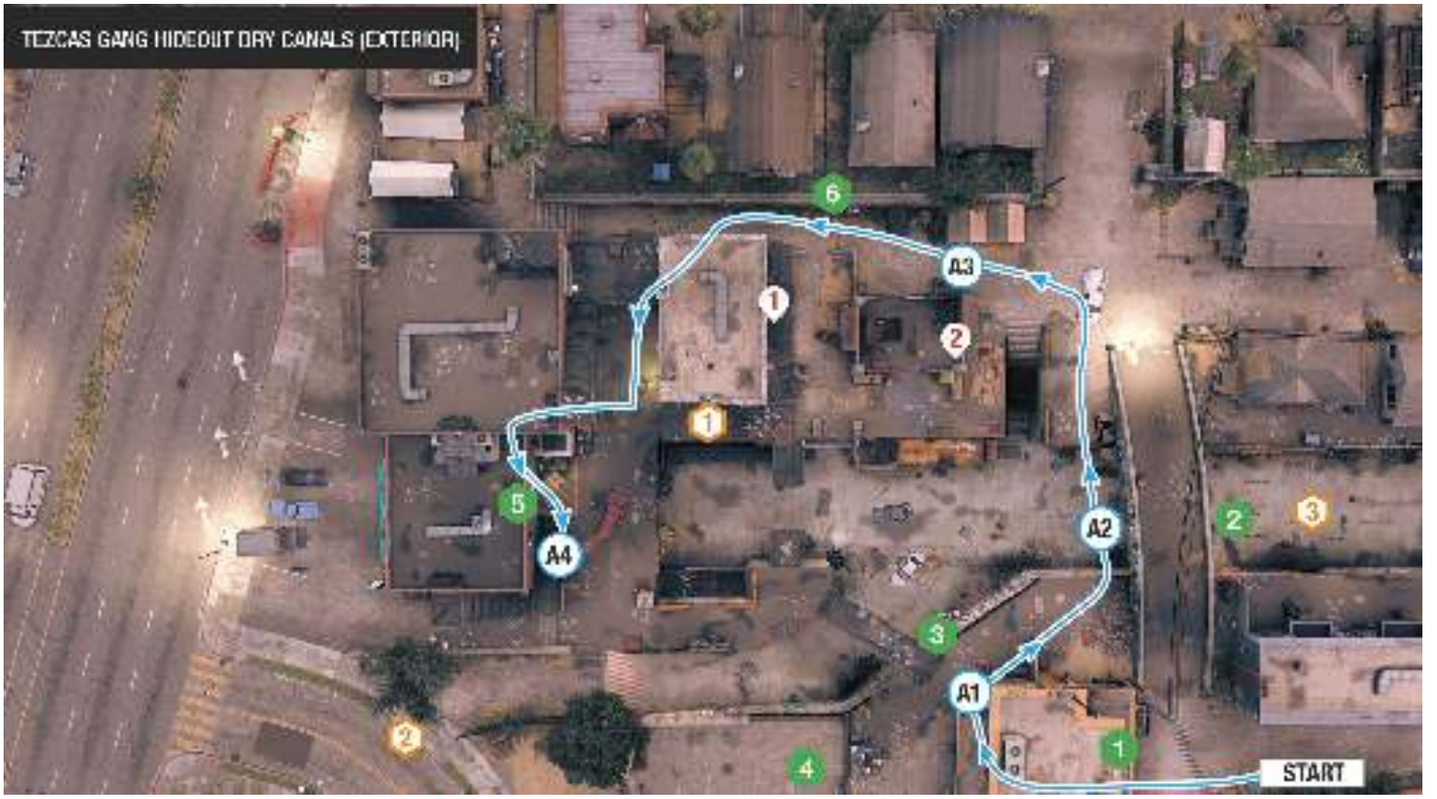
Screw the Tezcas for what they did to Horatio, and trust me, you're going to screw them hard.

HOSTILES

Tezcas Gang

LOCATION

Tezcas Gang Hideout, dry canals between Woodland and Elmhurst, Oakland.



Drive to the dry canals, and hop on the roof of a house where your DedSec contact has been watching the Tezcas. You're given details of three gang members involved in Horatio's disappearance. Time to neutralize them.

☰ Infiltration Points

Here’s how this usually goes down: One of the three gang members is already at the hideout. A second shows up after a minute, and a third one a minute after that. As soon as you take out two of the three targets, the third one flees in a vehicle. This can lead to a car chase. Or it can lead to Tezcas burning wreckage if you’ve prepped the exits with bombs.

1 Green Apartment Building (Southeast):

Access this via the steps or the Dumpster near the humped canal bridge. This is a great spot to snipe from or control your drones if you prefer remote takedowns. It is usually completely safe from foes and offers great views.

2 Humped Canal Bridge (East):

Exposed and occasionally featuring a patrolling foe, this is one way to loop counterclockwise from your starting point. It’s also a good spot to drop a bomb on the third target as she arrives.

3 Small Canal Bridge (South):

This metal structure has two guards patrolling and is very dangerous to enter, as you're almost totally exposed. There are numerous gas pipes to prep proximity traps and ladders to and from the canal basin below. Avoid this area.

4 Basketball Court and Park (Southwest):

This perimeter is rarely utilized unless you're wanting to maneuver beyond the restricted area to a different infiltration point. Target #2 enters from the road in the southwest corner, so watch your step when heading here.

5 Store Fronts and Roof (West):

Though the stores are closed, the rooftop of this large brick structure offers exceptional cover and sniping potential, as long as you can maneuver here up one of the two connected metal stairs. Path A shows you the way.

6 North Alley and Houses:

You use this in one of the paths below. Sit atop here and leap from the low rooftops of the homes outside the restricted area. This means you're less likely to be attacked, and you have good height to see targets around the garage warehouse area.

EYES IN THE SKY

Even if you don't intend on using your Quadcopter much, it's worth having it hover high over the center of the restricted area so you can bomb the last fleeing target if you're on the wrong side of the area when they make a run for it. It's worth scoping the guards using the Quadcopter, too, as additional forces arrive throughout the mission and need to be tracked (unless you destroy them as they arrive, obviously).

POIs and Objective Points

1 Garage Warehouse

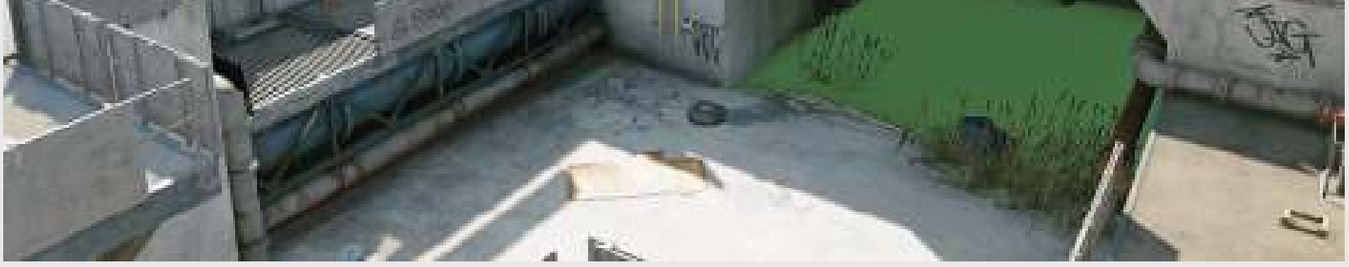
If you don't engage the enemy, the three targets can be seen in the vicinity of this two-story white metal warehouse with entrances to watch. Trapping foes in or around here for a clean kill is the basis of completing one of the paths. This is the hub of the area.

2 Construction Zone (Research Point)

Though you may have to return here for the Research Point, the half-finished building to the east of the garage has a basement you can access (where the RP is). It is also a good spot to prowl and take down foes using stealth.

Ground Scenery

Don’t overlook the massive amount of ground scenery throughout this hideout. Hacking and prepping proximity traps ahead of the gang members’ arrivals, either using Marcus or a Quadcopter, is an excellent use of your time. Don’t overdo it, though, as you can easily remove both targets so the third one drives off, forcing you into a car chase.



Targets (Gang Members)

The three gang members arrive at different times. Their reactions depend on your choices.

One gang member is here already.

About 30 seconds later, a second gang member arrives with a second vehicle and two to three additional foes. They park in the southwest corner of the restricted area and move to the garage warehouse vicinity.

The third arrives around a minute later, usually by car with a second vehicle, **driving** down the concrete canal and parking under the humped bridge.

When you neutralize any two of the three gang member targets, the third always attempts to flee:

If you slew the first two targets before the third one arrives, he or she leaves in a vehicle and may not even arrive at the restricted area. For this reason, if you don't want a car chase, ease up on the target takedowns until all three are within shooting distance.

If all three targets are here, the last remaining target leaves on foot. Depending on where they are, this could be out of any infiltration point that has a direct ground route out of the restricted area. Properly trapping those thoroughfares means you don't need to chase at all. Otherwise, this turns into an on-foot or vehicular chase; the `training` tactics apply.

PATHS TO COMPLETION

There are some truly satisfying ways to end the days of the three gang members you're after. Note that if you neutralize any of them using electroshock techniques (tasing or scenic explosions), they are permanently down. This is not the case for the targets' guards.

NEUTRALIZATION

If you neutralize all three targets and you're still within the restricted area (that is, no one escapes, forcing you to chase them), you have an additional objective; "Escape". Simply exit the mission zone alive to complete it.

In addition, if one of the targets escapes, they retreat to a parking lot in `north Oakland`, and must be neutralized, along with any reinforcements.

WHOOP-WHOOP!

That's the sound of da police; the Tezcas may be battling the police independently of you as this operation continues, and you may need to remove a target while they are engaged with Oakland's finest. Be proactive and evolving in your planning, as this infiltration is more chaotic than most.

A PUTTING THE TEZCAS TO SHAME

Need to methodically dispatch every foe without the alarm being raised? Need to leave only the three targets left, after disposing of all their henchmen? Then follow these guidelines and know that a stealth approach is recommended, though each foe you neutralized should be killed (ideally with the Zero Day Rifle with its suppression capabilities after tasing each foe). You can tase foes instead, but as everyone except your targets wake up afterward, it isn't feasible.

Cross under the green apartment, and neutralize the two foes on or near the small metal canal bridge (they may be on either side of it). Hide behind the rusty oven just left of the bridge **(A.1)**, and prime a proximity trap in the northwest corner of the restricted area, using the junction box and explosive pallet. This slows down target #2 when he arrives. Don't cross the bridge into the restricted area, as the snipers on the brick rooftop spot you.

Instead, head to the canal, dropping down by the ladder near the humped bridge **(A.2)**. Head north and climb the steps, working your way around the north side of the construction area **(A.3)**. As the second target arrives, you need to have climbed the yellow ladder attached to the east side of the garage and be creeping along the walkway on the upper floor of the garage.

Step onto the metal deck and stairs up to the roof of the brick building, and check for foes. Your plan is to ignore enemies below and head to the brick roof (**A.4**, west side of the restricted area). Strangle (or tase and execute) the two or three foes up here. Just as you've done that (and timed everything right), target #2 or one of his henchmen should walk into the proximity trap you laid for him.

The brick roof is your home for the rest of this battle. Stay up here, periodically checking the two sets of metal steps down (prep proximity traps if you're worried about being outflanked). Now lean over the side, pop taser rounds into guards you can see, and then execute them with your Zero Day Rifle. Keep this up until only the two or three targets remain (and perhaps one or two guard stragglers). The key to victory is reaching this roof and continuing to remain up here, without your foes raising the alarm.

Time to end this! Send out your Quadcopter to either prep proximity traps close to the targets or the concrete canal basin. Drop traps there and at the exits from the garage (both floors). Then neutralize the next target. When the final one flees, they should run into one of your prepped traps. Train your rifle on the foe in case they maneuver around the traps. Have your Quadcopter ready to follow and drop bombs just to be sure. If the last target somehow makes it through all that, chase them on foot and in a vehicle.

THE WAITING GAME

Play the waiting game by moving around the edge of the restricted area, and climb on the rooftops of the houses outside the restricted area to the north. Now wait until all three targets arrive; don't engage the ones that appear first, or the third takes off in a vehicle. When all three have arrived, execute one or more of the following:

Look across and tase (or shoot with a suppressed weapon) the first foe.

Catch them in a scenery explosion. There are numerous vault transformers, junction boxes, and the like near the warehouse garage.

Vault the fence heading south, climb the old fridge to the metal walkway, and enter the garage; then tase, subdue, or shoot the foe inside.

Throw (but don't prep) a bomb outside the door and the garage shutter door. When a target moves close, prep it and watch the ensuing explosion.

Should the third foe try to run, maneuver up to the tallest structure—the roof of the brick storefronts—and attempt projectile takedowns if you're close enough. If not, set off on foot or claim a vehicle and perform the tactics for neutralizing a chasing foe you learned in the "**Training**" section of this guide.

IN-FLIGHT MAIM

Need immediate, proficient takedowns of the second and third targets before they even reach the restricted area? Dash to the Dumpster at the south end of the humped bridge, and use it to climb onto the roof of the green apartment building. This allows you the range to maneuver your Quadcopter throughout the restricted area.

Take to the skies, and immediately hover over the road in the southwest corner of the restricted area, near the park with the picnic tables. Drop a bomb (of either type) so you catch target #2's car as it passes through it. Did you miss? Drop another to catch the target as he steps out.

EYE FOR AN EYE

5. Operation—A Real Dogfight

OBJECTIVES

- Meet DesSec Scout in New Mainland.
- Neutralize Pablo the Skinner
  - Enter Pablo's underground hideout.
- Neutralize Pablo the Skinner.
- Leave the hideout
- Escape the Tezcas.

DIFFICULTY

REWARDS

DedSec Followers: +234,9000

BRIEF

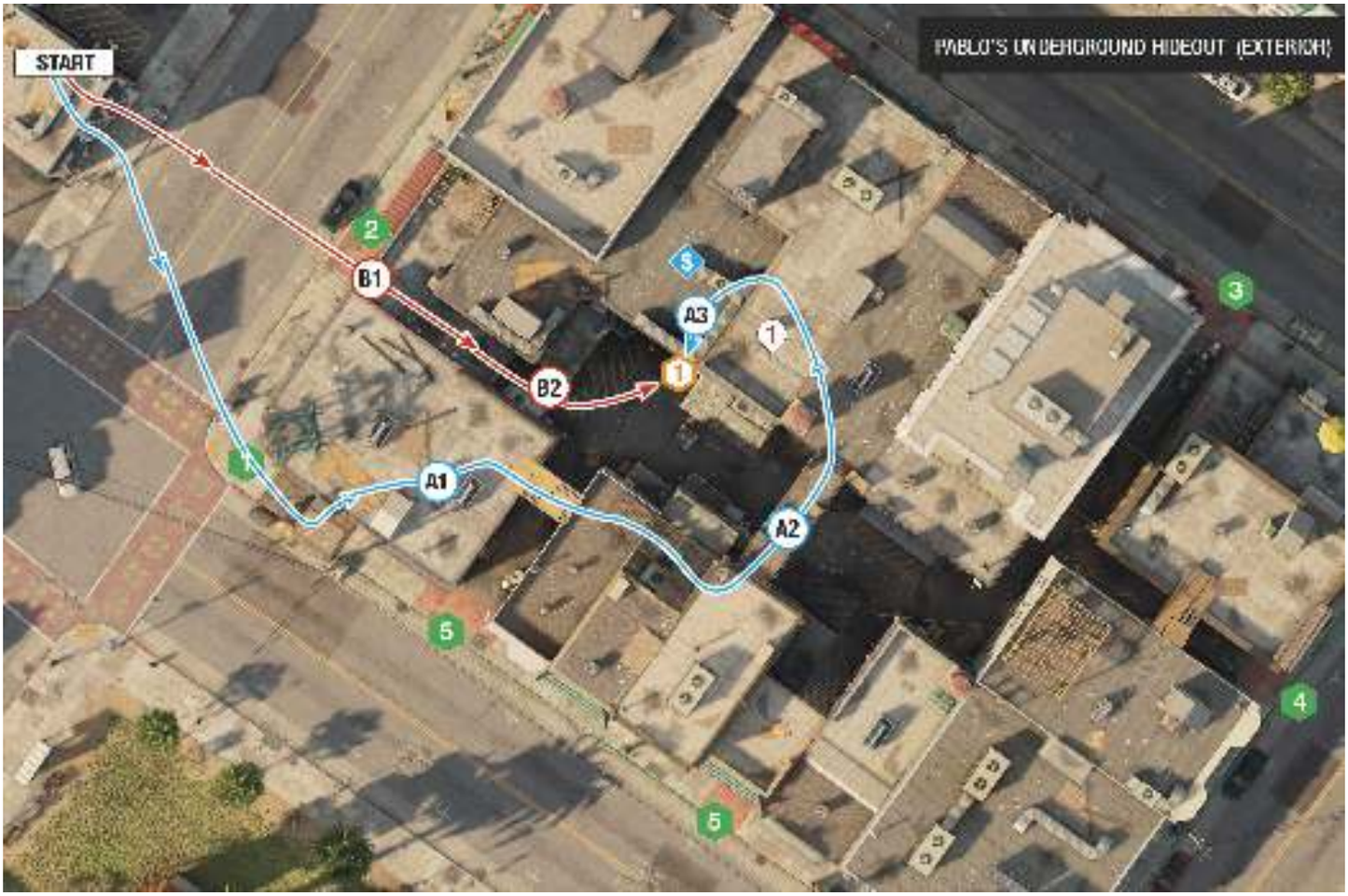
The Tezcas murdered Horatio, so cut the head off the snake by going after their boss, Pablo the Skinner.

HOSTILES

- Tezcas Gang

LOCATION

- Pablo's underground hideout, one block southwest of Pacific Renaissance Plaza, **Oakland**.


PABLO'S UNDERGROUND HIDEOUT (EXTERIOR)
START
B1
B2
A1
A2
A3
1
2
3
4
5
6

PABLO'S UNDERGROUND HIDEOUT (1F KITCHENS TO ELEVATOR AND BF)
1
2
2

Head to the rooftop of the Victorian store building with the red koi mural on it, climb the lean-to ladder, and rendezvous with your contact, who points out where the last of the Tezcas is hiding out: Time to enter his underground hideout.

☰ Infiltration Points

View the alleyways ahead of you using remote cameras or the Quadcopter. These routes are also helpful to learn as exit points, as you'll want to leave here in a hurry. Fortunately, with five foes guarding the back kitchens (three on the ground, and two on the roof), you should encounter minimal problems—as long as you scout out the area.

1 Herb Shop Scaffold (West):

Across from your DedSec friend is a Chinese herb shop. On the corner of the southwest road is scaffolding that allows access onto the roof. This offers quick and safe infiltration upward.

2 Alley and Jewelry Shop (Northwest):

Also across from the DedSec vantage point is the alleyway closest to the kitchen door. The alley is narrow, and there are five ground guards in the alley beyond, making this a dangerous infiltration point—but not if you park a vehicle under the red awning of the store to the left and climb onto the roof from here.

3 Dragon Mural Alley (Northeast):

Close to the eastern corner of this restricted area is a large concrete building with a dragon mural on the side and an L-shaped alley into the main Tezcas area. This offers a moderately safe ground-level infiltration (providing you start neutralizing foes as you round the corner). A better plan, however, is to climb the Dumpster on the left side of the alley entrance, and get onto the roof, where you have good access everywhere and the height advantage.

4 Narrow Alley (Southeast):

Use as an optional entrance or exit; it offers good protection as you flee when leaving this area.

5 Straight Shot Alley (Southwest):

This alley access allows you to see the kitchen door you need to hack; it’s directly across from this entrance. However, the gang-bangers in the alley usually cut you down if you try to sprint to this door.

POIs and Objective Points

Roof and Collectible

The roof of the restricted area offers access around the entire perimeter of the alley and has only two snipers guarding it. Remove them (ideally without making much noise) and you are free to utilize the stairs to the south of the alley area. There's scenery you can climb up from IP 5 to reach the roof, too, but it's usually better to scale here from the outside. Note the collectible on the roof above the kitchen door.

Kitchen Door

Aside from needing to be hacked (which can lose you valuable seconds if you don't hack it before you reach there and need to head inside under gunfire), this kitchen door offers easy access to where you need to go. You also emerge from here after neutralizing Pablo, so study the map and figure out a preferred escape route (dashing southwest directly out of IP 5 is optimal).

PATHS TO COMPLETION

A THE STRANGLING LOOP

RECOMMENDED

GHOST=80%, TRICKSTER=0%, AGGRESSOR=20%

A silent rooftop takedown plan? Let's do this! Climb onto the roof from IP 1 or 2 **(A.1)**, working counterclockwise around to the sniper patrolling the bridge to the east **(A.2)**; then cross the bridge and continue to the foe on the roof above the kitchen door **(A.3)**. Strangle both. The three foes on the ground shouldn't know what's going on.

Now you can quietly tase (and optionally execute) each Tezcas on the ground without them alerting anyone. Then drop off the roof directly above the kitchen door, under the TV aerial (because that's cooler than using the stairs) and enter the kitchens.

B TEZCAS DUPE

RECOMMENDED

GHOST=80%, TRICKSTER=20%, AGGRESSOR=0%

Interested in entering the kitchens without interacting with any foe? Thought not, but we're including this plan anyway! Enter via IP 2 **(B.1)**, after you launch your Quadcopter (or Jumper) and spark one of the vault transformers so the foes turn and look away from you. Move to the metal lean-to next to the kitchen **(B.2)**, and distract any nearby foes. Open the kitchen door first, then hop over the lean-to fence, and enter just before you're properly spotted.

HAVING A SNOOP

Launch your Quadcopter into the skies, and introduce both snipers to a bomb of your choosing. Then proximity trap the crap out of the alley, following up with more carpet bombing until no one is left standing. Do this quickly before ctOS shuts you down.

ALLEY-OOPS

A height advantage helps if you're trying to remove threats with violence. Follow Path A, but instead of throttling foes, mow them down. Be aware this could lead to a protracted firefight with the police, though.

THE OPERATION CONTINUES: INTO THE KITCHENS

Work your way through the kitchens to the elevator and down to an underground hideout featuring a swimming pool where Pablo's sickening dogfights are being held. In the mechanical room you're adjacent to, you can release the dog by opening the cell door, and then watch it savage the Tezcas guard. You'll need to neutralize the dog afterward. Or, open the door and drop the guard. Now head to the locked double doors.

- If the enemy fires any gunshots, Pablo and his dogfighting crew are alerted and will actively search for you.
- If the dog savages the guard, and you remove the mutt with melee attacks, Pablo isn't aware of your infiltration.

Pablo either introduces the crowd to his dogfight or starts to patrol the swimming pool and back rooms of his hideout with his crew. As this is occurring, use **NetHack** and move from camera to camera until you have a direct view of the Tezcas foe carrying the access key. At this point, you can start to bring the fight to Pablo! There's only one Infiltration Point: through these doors!

POIs and Objective Points

Access Key (Guard)

One of Pablo's crew carries this. If he's not spooked, he's standing behind a swimming pool pillar. You need to wait until Pablo has finished whooping up the crowd before you can hack him, so wait until he's on the move. Hacking this key is your first priority.

Pablo the Skinner

Pablo hasn't earned this nickname due to his dealings as a furrier. He's directly responsible for Horatio and must be neutralized using a method of your choice. Pablo remains in one of the rooms in this hideout, sometimes moving between them, depending on how the violence is going. Pablo also has a lot of money in his account, so be sure to hack him before disposing of him!

Dog Pens

The side rooms to this bathhouse and the back room contain makeshift dog pens. Using the **RC Jumper** or remote cameras, you can hack open the pens, allowing the dogs out to savage any nearby foes and create chaos. These dogs do attack you, too, so be careful!

PATHS TO COMPLETION

WHO LET THE DOGS OUT?

Whether foes are actively searching for you or not, cycle through the cameras and release the dogs—two in the side changing rooms (only one can be accessed via remote camera) and one in the rear. These can wreak havoc while you remain in the mechanical room, behind the double doors. Then choose any other path to completion.

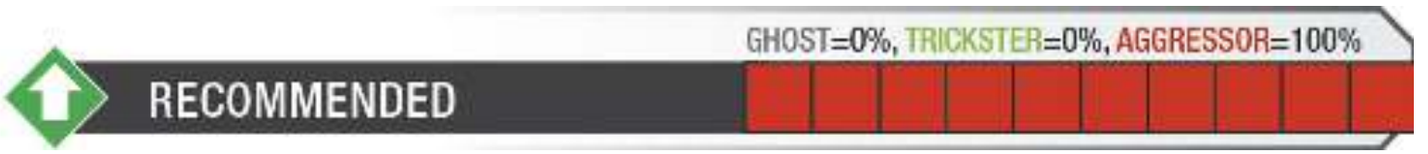
A A SILENT ROUT

A silent set of takedowns is possible if you're listening to Pablo's dogfighting speech. After the speech finishes, cycle through the remote cameras and prep proximity traps in the back room, just in case you need an extra takedown later. When the speech ends, wait for the foe with the access key to come into view, hack him, open the double doors, and move to cover directly ahead of you, behind the milk crates **(A.1)**. Wait until there are two foes in the swimming pool area, one on each side of the dogfight.

Tase the foe on the right, then tase the access key guard on the left. Finish them with suppressed fire. Move right, to the tiled stairwell **(A.2)**. Remove another threat with strangulation. Head down the stairs, ignoring the dog pens, and silently take down another guard in this side area. This should leave two more guards and Pablo in the back room.

Wait at the doorway **(A.3)**, and look for an opportunity to tase a guard when the foes separate. Then continue the silent operation of removing foes until only Pablo is left. Deal with him as you wish, then retrace your steps to the elevator.

B LET THERE BE NO DOUBT



Want a massacre? Make gunfire noise when you're removing the guard with the dog in the mechanical room, then quickly switch to the remote cameras to hack the access key and arm yourself with something meaty, like the grenade launcher. Head out into the swimming pool area and step left to cover **(B.1)**, popping off foes with projectiles as you go. Take the "exit" door and go down the stairs into Pablo's back room **(B.2)**. Don't stop shooting (and lobbing grenades) until everyone's dead.

REMOTE CLOUT

When you hack the access key, release one of your drones:

The `RC Jumper` can head past the milk crates to the vent in the right wall of the swimming pool room. It then goes into a duct that leads to the changing rooms, where it can hack the other dog door, leap atop the far cage, and head through an open duct into the back room. Use this technique to ignore all guards and head straight for Pablo. Then distract him with a phone call, drop a bomb, and detonate it. See ya!

The Quadcopter can fly to any of Pablo's thugs, distract them, and drop bombs. Back up before detonation or the Quadcopter may be struck. You can also use this drone or the Jumper to drop proximity trap bombs along the routes the guards take throughout the rooms, whittling down Pablo's goons until only he remains. Then jog in and finish him in whatever manner you wish.

THE OPERATION CONCLUDES: ESCAPE

When you reach the kitchen, you have a single foe to face at the exit into the alley area. You can shoot him, tase him, distract and then strangle him, or wait for him to turn around and head out the door and strangle him, or sneak around him.

At this point, there are four Tezcas on foot. If none spot you, no additional foes usually show up, so feel free to use stealth and bring each one down within the escape radius (on your minimap). Or, simply flee via any exit alley. Obtain a vehicle with haste and drive it out of the zone. After shaking off any pursuers, there’s time for quiet reflection. The operation then concludes.

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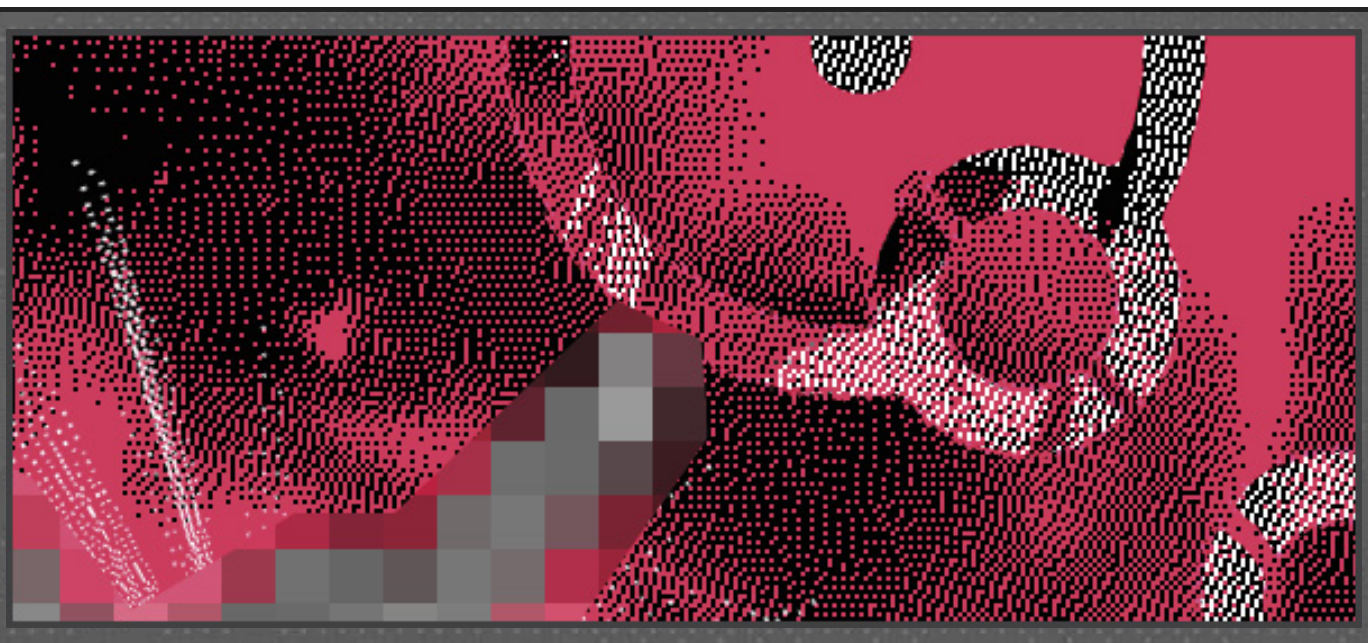
HACK TEH WORLD

Operation Overview



OBJECTIVES

- Meet Ray at the beach.
- Drop Ray off at the Hackerspace.
- Plant an exploit in the satellite.
- Modify motherboard.
- Install motherboard.
- Leave Galilei.
- Wait for DedSec to contact you.
- Watch the rocket launch livestream.
- Invade Blume's Data Center in Delaware.
- Hack the terminal.
- Hack the data farm.
- Disable the power grid.
- Access Blume's data.

DIFFICULTY

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HACK TEH WORLD

1. Operation—Get Cray With Ray

OBJECTIVES

- Meet Ray at the beach.
- Drop Ray off at the Hackerspace.

DIFFICULTY

BRIEF

Ray's got some prime intel to share. Meet him and listen up.

LOCATION

1. South Ocean Beach, **San Francisco**.
2. DedSec Hackerspace, south of **Stanford University**, **Silicon Valley**.

Ray checks in, tells you to get to the beach when you're ready for the biggest job of your life. He isn't there for the suntan but to watch the launch of a Galilei rocket. He's thinking of putting a little something-something on the next rocket. Before that, he'll need to research the floor plans and rockets of Galilei. Drive him to the Hackerspace in **Silicon Valley**—not the one in **San Francisco**! After you drop him off at the one-story, flamingo-infested location, head over to the giant Galilei hangar.

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HACK TEH WORLD

2. Operation—Hangar On

OBJECTIVES

- Plant an exploit in the satellite.
  - Modify motherboard.
  - Install motherboard.
- Leave Galilei.

DIFFICULTY

REWARDS

DedSec Followers: +36,000

BRIEF

Blume's been launching multiple satellites with Galilei's help. Get to Galilei's hangar and plant an exploit on the last satellites to find out what they're up to.

HOSTILES

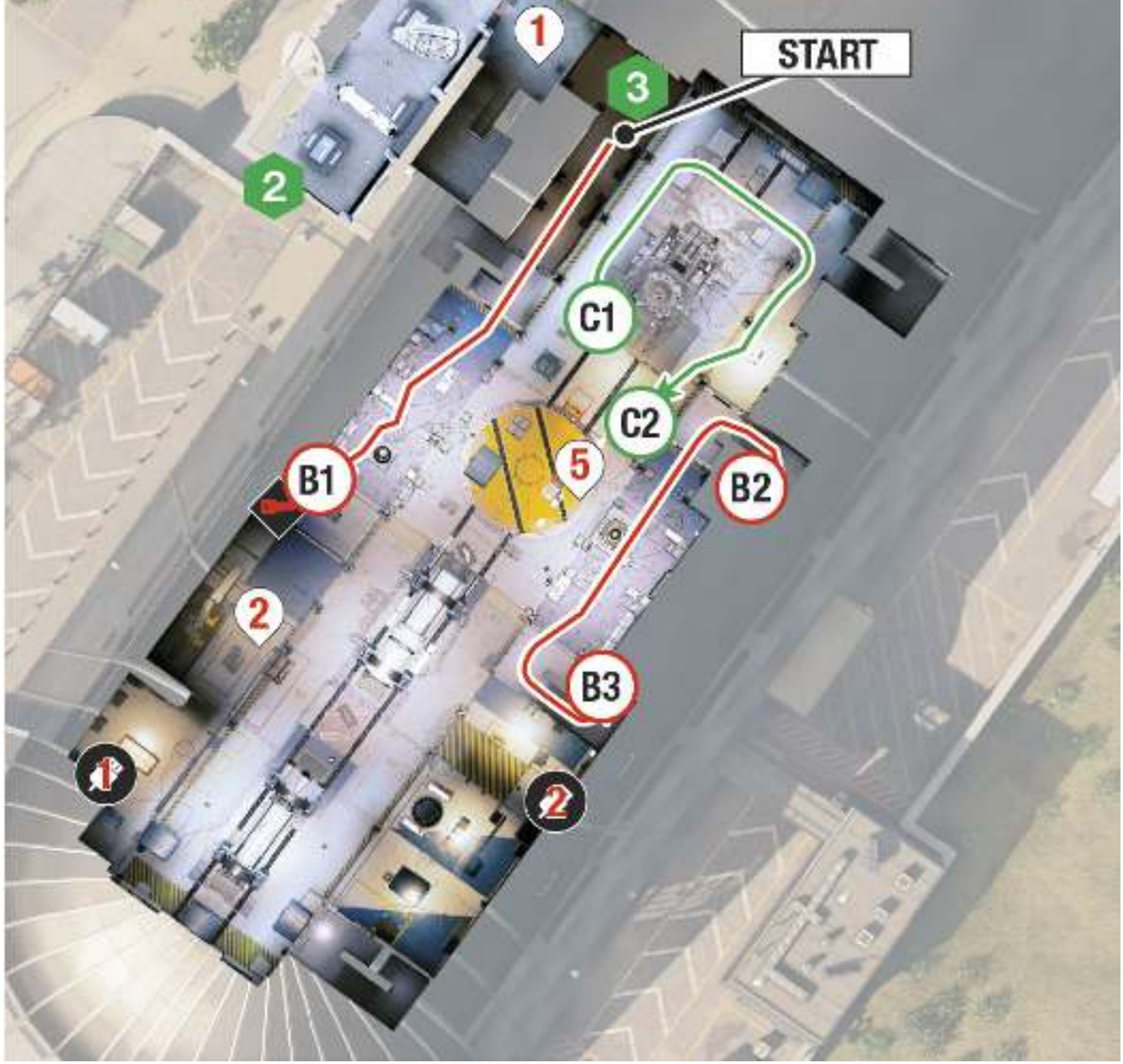
- Umeni Security Corps

LOCATION

- Galilei Hangar, east of Nudle campus, Silicon Valley.

GALILEI HANGAR (EXTERIOR)
1
2

GALILEI HANGAR (1F)
1
$


START
1
2
3
C1
C2
B1
B2
B3
5
2
1
2

GALILEI HANGAR (2F)
START
4

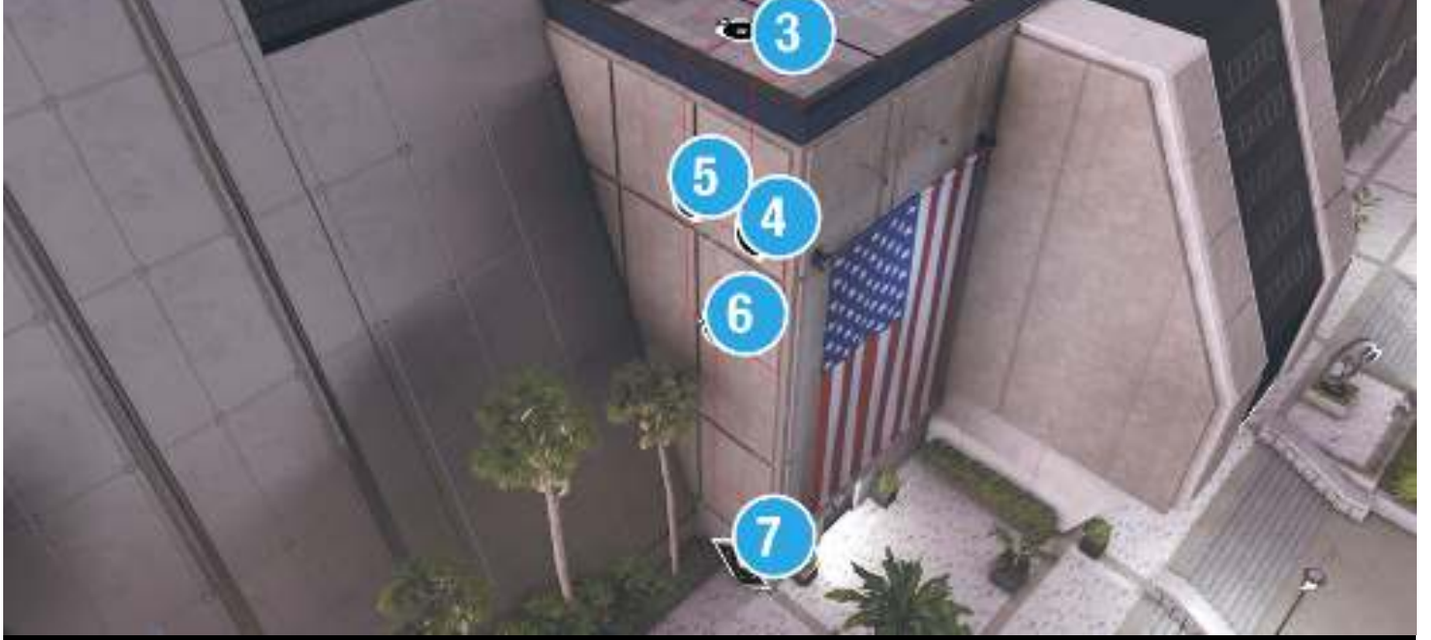
C1
5
1
3
3

GALILEI HANGAR (3F AND 4F)

GALILEI HANGAR (5F)
4
2

Head to the mechanical hut to the left of the main entrance. Once you hack the security router, the Network Bypass appears. Fly your drone to the roof where the puzzle begins after you activate it. Solve it in the following manner:

NETWORK BYPASS




```
1: Turn x3.

2: Unlock. Turn x1.

1: Turn x1.

3: Unlock. Turn x3.

4: Unlock. Turn x2.

5: Unlock. Turn x2.

4: Turn x3.

3: Turn x2.

6: Unlock. Turn x1.

7: Unlock. Puzzle complete.
```

With the internal network unlocked, you can physically hack the ctOS box, which gives Ray access to the interior of the facility.

ENTERING GALILEI HANGAR

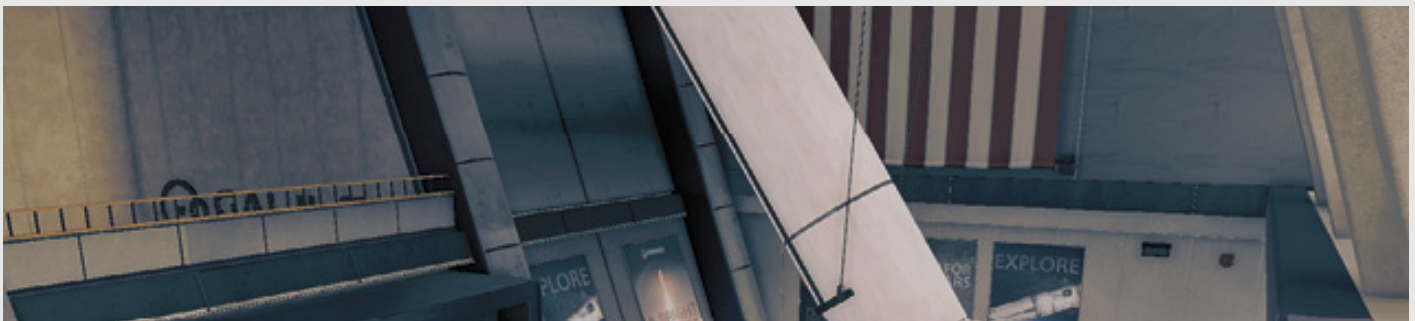
☰ Infiltration Points

1 Main Lobby:

To the northwest of the building is the main lobby entrance and visitor center, where Galilei's advancements in space technology are accessible. Remember the location of these doors, as they're close to a getaway car, if you need one when exiting the facility after completing the objectives.

2 Authorized Personnel Entrance:

To the southwest, in the middle of the perimeter, is a concrete wall. Behind the wall is a small hackable door leading into the far end of the visitor center. This is an alternative entrance or exit. Park a bike or car here for a quick getaway.



POIs and Objective Points

Collectible

Inspect the large reception desk in the lobby, where you can gather a collectible.

1 Security Checkpoint

With laser motion detectors and a guard standing behind the checkpoint, this area can't be accessed without a cunning plan, though it can be avoided entirely (see "Motion Undetected"). It leads upstairs to the main floor of the center and is the only way forward.

PATHS TO COMPLETION

ENTERING HANGAR

MOTION UNDETECTED

Hack the motion detector at the security checkpoint. Then call the guard so he answers the phone, and quickly sneak past and up the stairs to Viewing Area 2. This is preferable, as subduing the guard eventually causes him to wake up and alert others. Another excellent way into the hangar is to avoid the checkpoint entirely; look for the display named “Components” to the right of the checkpoint, and simply climb up and over it, to Viewing Area 2.

COMMOTION UNDETECTED

Hack the motion detector or climb over the security checkpoint between the lasers, but line up the double doors to Viewing Area 1. Hack so the doors open and the guard turns to investigate; then sprint in and throttle him or race up the stairs to Viewing Area 2. You can pass through into Viewing Area 1 afterward, but beware of the guard waking up a minute or so later and placing others on alert (but not “red alert”).

VIBRATION DETECTED

Another option is to hover the drone over the security barrier, hack the double doors, then call the drone back. Now hack the lasers, hack the guard's phone once he's back at his guard post, and walk through the open doors while the guard is preoccupied with his phone.

ACCESSING CLEAN ROOM

☰ Infiltration Points

HANGAR INTERIOR

3 4 Viewing Areas 1 and 2:

On the ground floor and directly above are the only two entrances into the hangar interior. Either is fine to start from, as both have two sets of double doors and a small vent to utilize, so the tactics are the same. Viewing Area 2 (second floor) is slightly more advantageous, as you have the height advantage.

POIs and Objective Points

1 2 3 Laptops

There are three laptops you can hack for more information regarding Galilei.

4 Container Crane Hoist

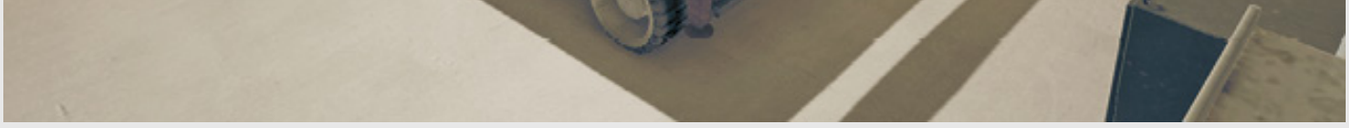
There's a large white container on a hoist that is controllable and becomes a vital part of your infiltration once you attempt to reach the rocket module after hacking the motherboard. It's also a cunning way to move around the room without being spotted.

Access Key (Doors)

Midway along the northwest wall on L1 is the small server room. Inside is a laptop to hack. The access key inside allows you to hack all the doors (except those to the scissor lift garage and clean room), making infiltration significantly easier. The doors to the server room are locked (requiring this code), so maneuver the **`RC Jumper`** (or Quadcopter) through the ground vent to access it. It's usually best to keep yourself away from this area due to the high probability of being spotted.

Closed-Circuit Terminal #1 (Scissor Lift Garage Access)

In the hangar's southwest corner is a closed garage with a scissor lift inside. All the doors are locked and can only be accessed by deactivating this CCT, which is also inside the garage, by the scissor lift. Achieve this by opening the ground vent to the northeast, close to the access key room, or by manually dropping down from the south gantry on L2. As it's not necessary to infiltrate this area, it's usually best to leave this unless you really want to use the scissor lift, everything turns to violence and you need extra hiding spots, or you've neutralized everyone and want to play with the scissor lift.



Closed-Circuit Terminal #2 (Bollard Access)

On the ground (L1) floor, in the bay to the southeast, is a CCT that allows you to hack two sets of bollards (posts). Why? So you can maneuver the scissor lift from the garage and park it in the bay, which is underneath the clean room. This is a rather laborious way to reach the objective but still worth trying (the “Hangar Completely Explored” plan, below).

Closed-Circuit Terminal #3 (Clean Room Access)

Inside the clean room in the far left end of L2 is a CCT that controls the door locks into the clean room. Since it’s inside the clean room, you can only access it with the `RC Jumper`. Hack one of the floor vents and trundle inside, then unlock the CCT.

Motherboard (Clean Room)

This is located inside the clean room (southeast area of L2). It needs to be modified (first objective), then installed into the rocket module (second objective).

Motherboard Installation (Rocket Module)

The module is located on a high gantry point above the entrance to the hangar interior (L5). Reach this gantry via either stairwell, or by crane hoist; sitting on the white container while maneuvering it to the gantry.

PATHS TO COMPLETION

MODIFYING MOTHERBOARD

A HOISTED TO THE MOTHERBOARD

Sit down at Viewing Area 2 and produce the Quadcopter. Fly through the opening in the ceiling at L3 and into the hangar. Fly down to the window outside the server room and hack the access key from the laptop. Fly to the three laptops and optionally hack them. Then hack and control the crane hoist, moving the white container to the edge of the L2 gantry, on the northeast side (closest to the rocket module).

Enter the L2 gantry from Infiltration Point (IP) 4. Subdue the guard near laptop #1, so he doesn't raise the alarm at your subsequent visit. Creep around the gantry, climb onto the white container **(A.1)**, and use the crane to maneuver yourself (atop the container) southwest, to the hangar's opposite end. Hop off at the gantry or balcony near the clean room **(A.2)**. Hack the motion detector lasers, drop the `RC Jumper` into the clean room vent hatch to unlock CCT #2, then enter the clean room and modify the motherboard (objective).

B A REMOTE REWARD

Produce your `RC Jumper`, and drive it onto the hangar floor. Head across to the vent by the server room and into the room to hack the laptop for the access key **(B.1)**. Then recall the Jumper. Or, use the Quadcopter (as you need the Jumper to access the clean room).

Head onto the L2 gantry, head southeast to the opposite side, then southwest to the stairwell **(B.2)**. Descend, hacking the motion detector at the base of the stairs. Hack the doors and step into the hangar's left (southeast) side. Creep to the next stairwell, calling guards' phones to distract them. Hack another motion detector at the base of the steps, and ascend to L2 **(B.3)**. Maneuver to the junction box and lasers by the clean room. Don't accidentally detonate the junction box! Use the `RC Jumper` to enter the clean room to unlock the CCT, then head in yourself.

C HOSTILES SHOULD NOT BE IGNORED

Using a suppressed weapon in such a quiet area usually attracts one guard to investigate. Use this to your advantage, removing the five guard threats easily. Start at L2 **(C.1)**, throttling the guard on the gantry. Then shoot him. When the next guard comes to look (L1), drop down and sneak behind him, then shoot him. Do this for a third and possibly fourth guard. Hack both the robots so they're immobilized, and finally track and throttle the fifth guard close to the center of the room (the general area of **C.2**). Tasing or leaving guards asleep just causes problems when they wake up. Ignore the guards at the lobby. Then complete all objectives with no more worries about guards.

HANGAR COMPLETELY EXPLORED

Although needlessly convoluted, it's possible to use your **RC Jumper** to hack the ground vent into the scissor lift garage, unlock CCT #1, drive the Jumper across to CCT #2 to lower the bollards. Next, drive the scissor lift into the bay near CCT #2, get into it, and raise it to L2, adjacent to the clean room. The benefit is not needing to acquire the access code. However, you should attempt **Path C** (removing threats) first, or you'll be **driving** a scissor lift through a firefight.

PATHS TO COMPLETION

INSTALLING MOTHERBOARD

You need to reach the rocket module on the fifth floor of this hangar. There are only two ways to complete this:

FLOATING TO THE MODULE

Exit the clean room, and maneuver the crane hoist to whichever gantry balcony you want. Climb onto the white container, and maneuver it northeast and upward, to the objective point. This is the easier method of completing this objective.

DASHING UP THE STAIRWELL

Exit the clean room, and (assuming you have the access code), return to one of the stairwells on either side of the rocket module gantry. You need to descend to L1 and work your way across the hangar floor (so watch for guards and robots). Beware of the motion detector at the base of either stairwell. Climb the five floors, and head to the module. You can use either stairwell, though the one along the southeast wall involves less maneuvering across the hangar floor.

LEAVING GALILEI

This is straightforward: simply head north past laptop #3, down the ladder. Drop down onto the mesh-covered pipes, to L2. You could also use the stairs. Exit, and hop over the balcony railing to the visitor center lobby to avoid the security area. Leave via IP 1. The next part of this operation updates six minutes after you finish talking to DedSec.

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HACK TEH WORLD

3. Operation—The Waiting Game

OBJECTIVES

- Wait for DedSec to contact you.

DIFFICULTY

BRIEF

Now that the satellite has been modified, we simply need to wait for the next launch window.

LOCATION

- Hackerspace (DedSec HQ), Mission Dolores Park, San Francisco.

Wait more than six minutes (now is a good time to try some freeform activities or another operation). When DedSec calls to say that the launch of the satellite is about to commence, take heed.

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HACK TEH WORLD

4. Operation—All-Seeing Eye

OBJECTIVES

- Watch the rocket launch livestream.
- Invade Blume's Data Center in Delaware.
- Hack the terminal.
- Hack the data farm.
- Disable the power grid.
- Access Blume's data.

DIFFICULTY

REWARDS

DedSec Followers: +364,000

T-Shirt: Money Puppet

BRIEF

The satellite is ready to launch. Time to place yourself as the man in the middle and intercept all that juicy Blume data.

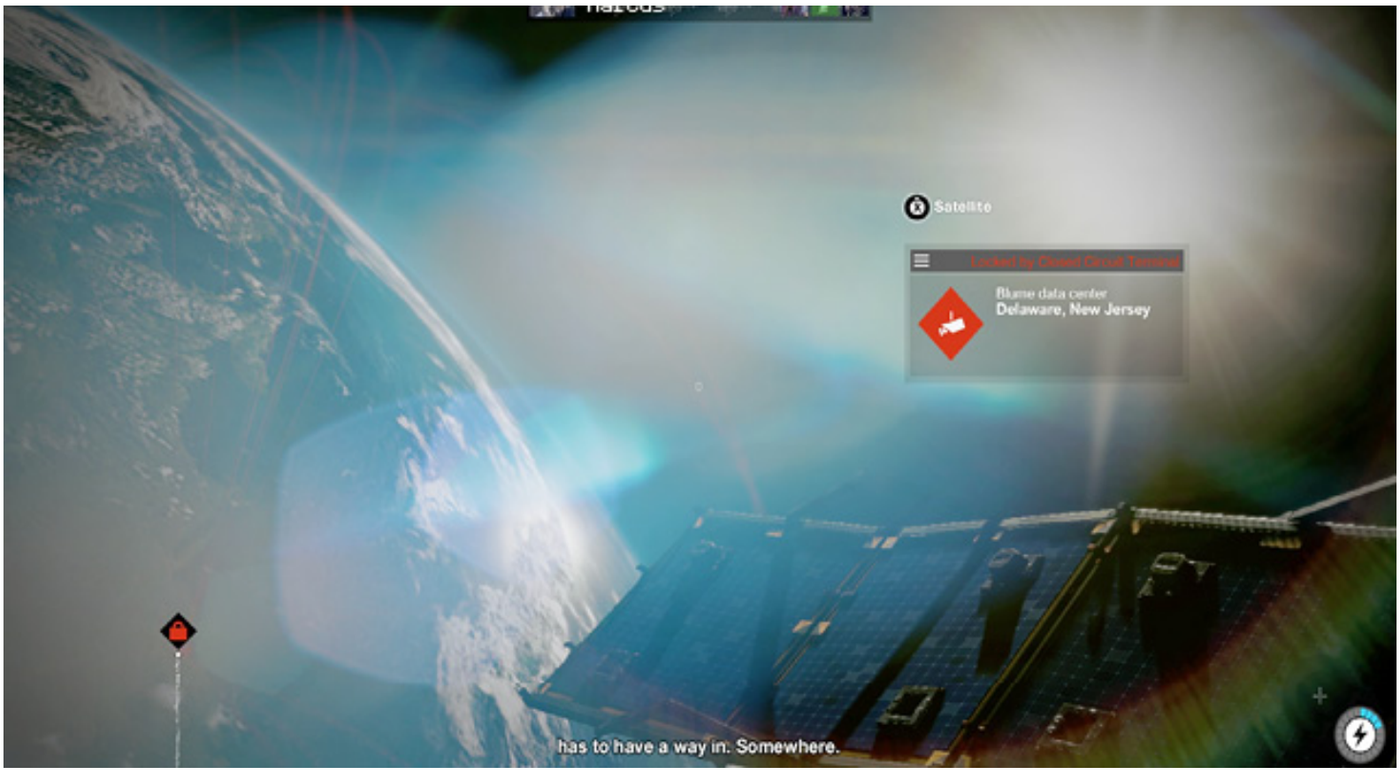
HOSTILES

Hostiles

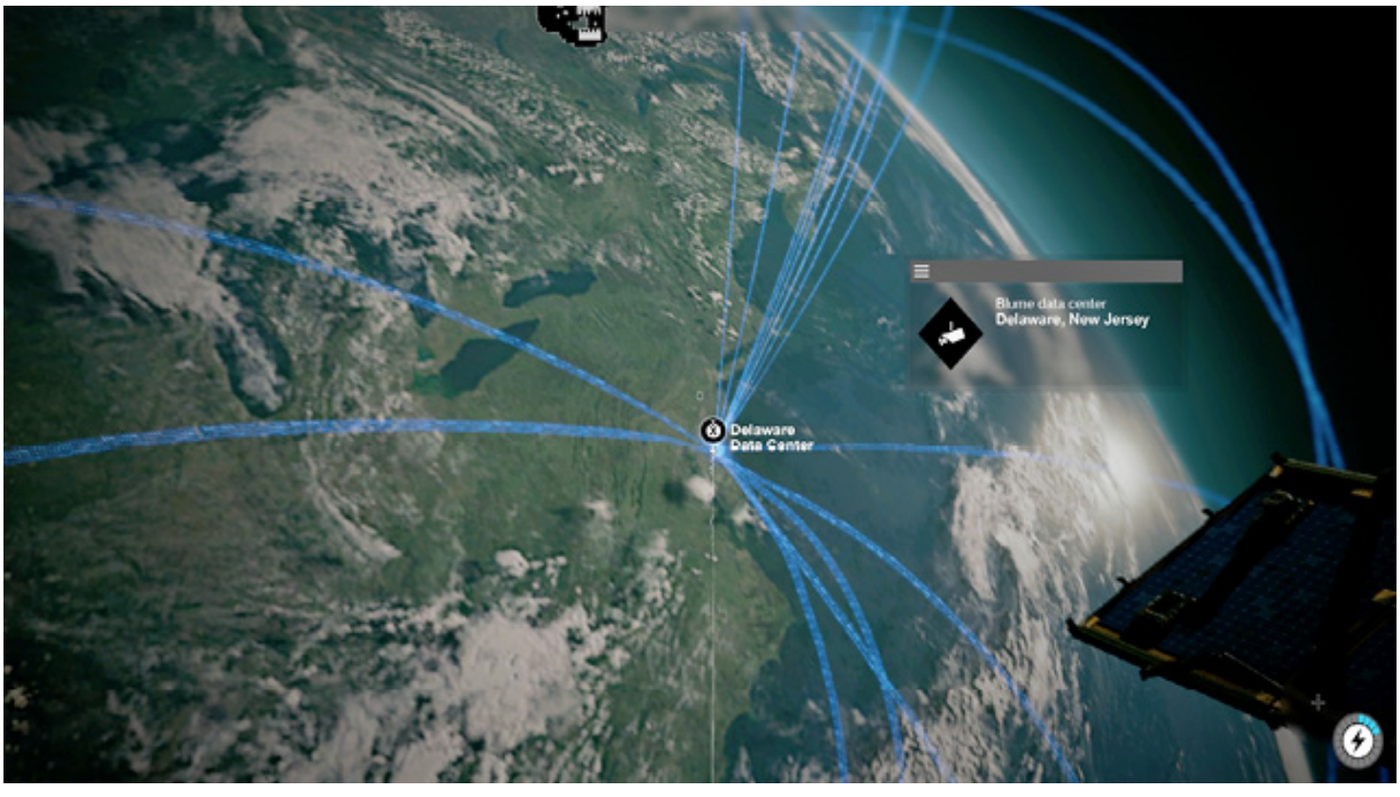
LOCATION

- Hackerspace (DedSec HQ), Mission Dolores Park, San Francisco.

Return to the Hackerspace after DedSec beckons you in, as the rocket you just hacked is about to launch. It's as impressive as you were expecting, and Wrench in particular is excited to see it. This also gives you access to all of Blume's satellites in geostationary orbit around the earth!



Once you're viewing from up in space, interact with the Delaware Data Center, and you're presented with Blume's network. You can't access Delaware yet. Instead, you need to find and hack into various points of entry throughout the world. Access the next Blume satellite in space, to your "right."



IN FULL BLUME

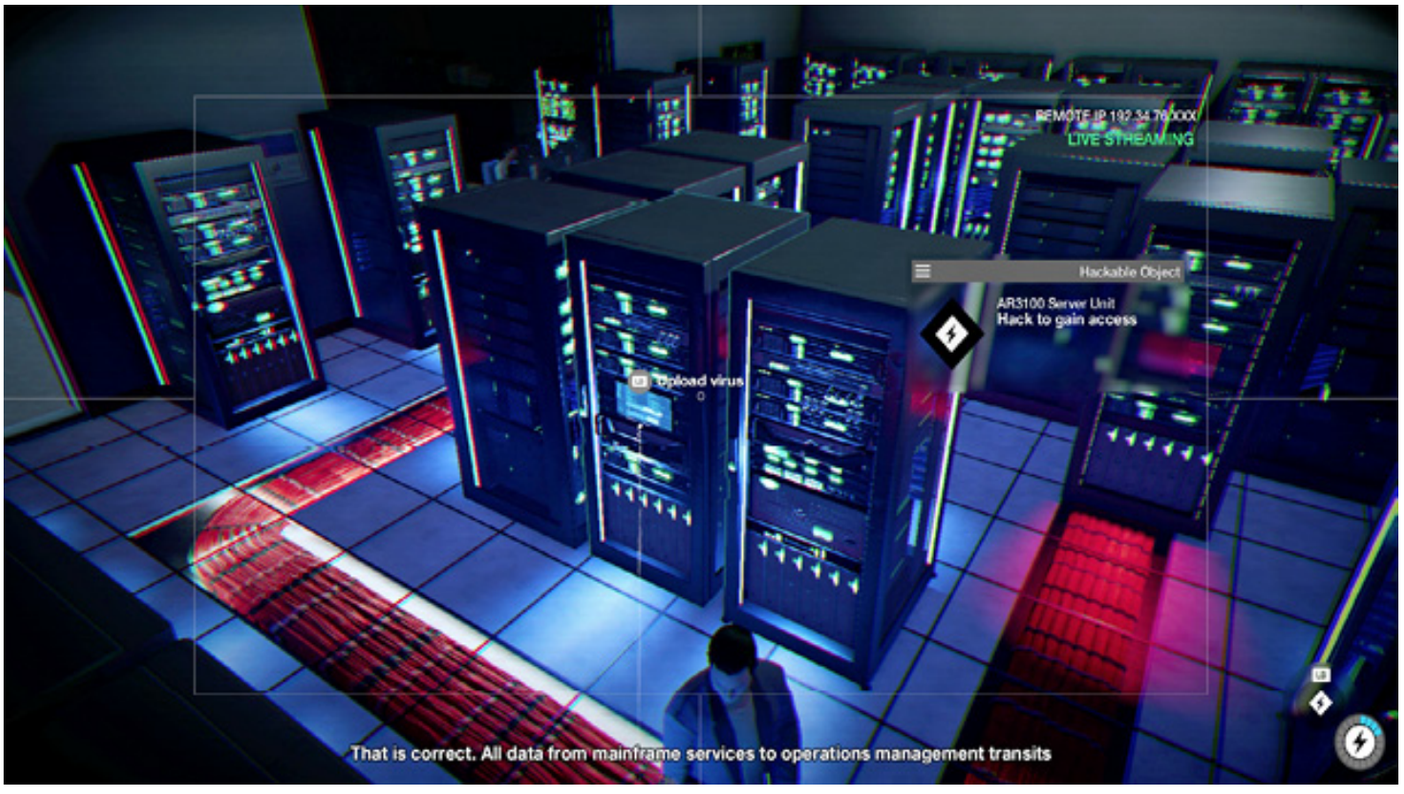
Attempt the Dublin, Dubai, and Seoul infiltrations (from space!) in any order you like.

THE DUBLIN HACK

This allows you to access the cameras in the Dublin Blume Office. Cycle through the cameras until you see the network manager at the desk of a technician. Her desktop PC is locked. Find the camera offering a view down the corridor to the alarm, and complete the following:

- Hack the alarm so the network manager heads out of the office.
- Cycle to the camera looking through the office window.
- Focus on the data center technician (who's been locked out of her computer prior to your "arrival"), and hack her phone as she's talking to her friend.
- Her phone contains the password for the desktop PC. Hack that.
- There's a tablet on a desk in the white-tiled corridor, which you can also optionally hack, but it isn't necessary when completing this objective.

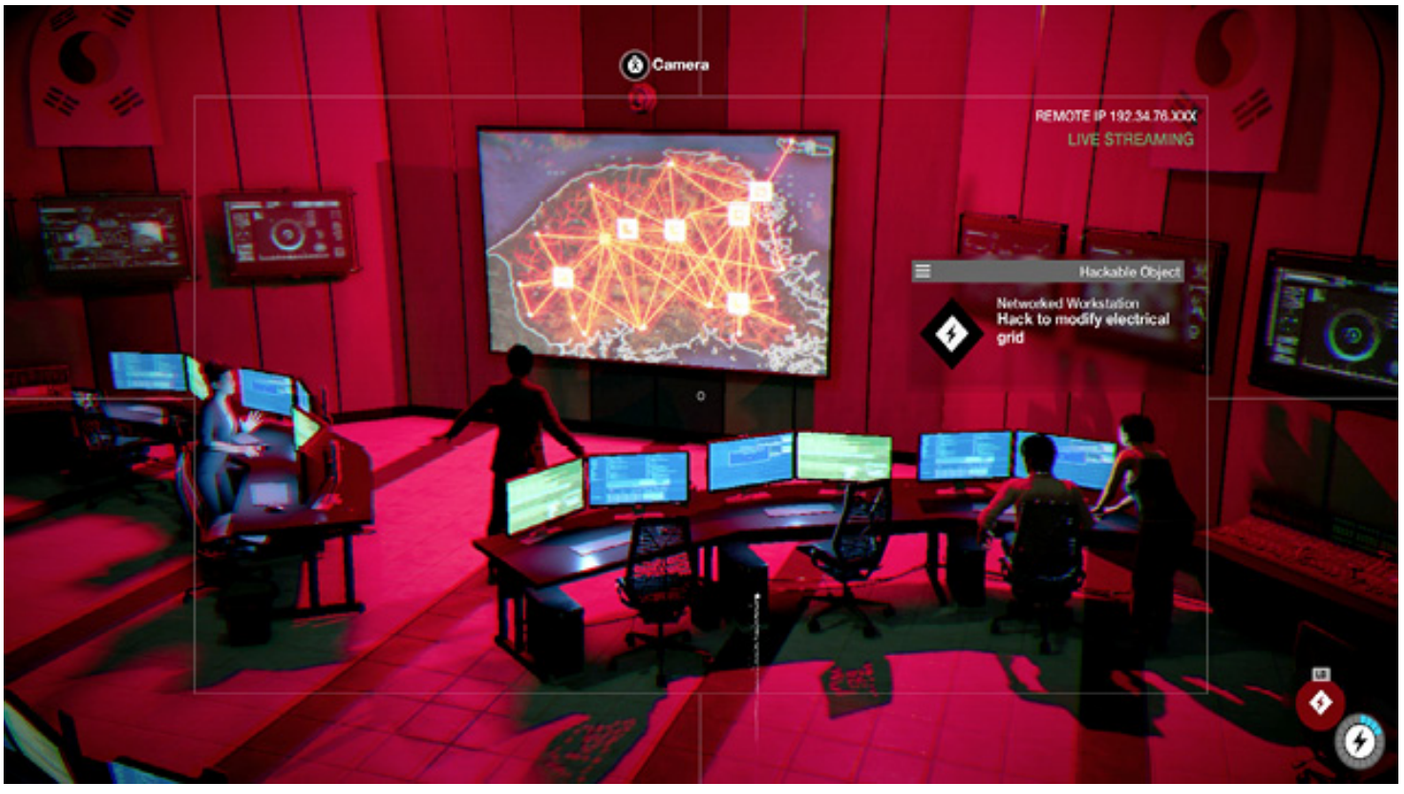
THE DUBAI VIRUS



The Dublin hack opens up additional network strands visible from space. Cycle through to the next satellite, which allows you to spot the Dubai Server Farm. Access it. Cycle through the cameras into the server room. Then work your way from camera to camera, flicking between `NetHack` view, looking at the servers.

- Hack the access key. Then hack each server visible from the cameras within the server room, and upload a virus to each of them. There are multiple servers per camera and three cameras to watch from.
- Once the virus is uploaded to a server stack, the lights turn from blue to red. Once five virus uploads have occurred, the objective completes.

THE SEOUL POWER FLUCTUATION



Returning to space, cycle to the satellite above South Korea, and access the Seoul power plant. Time for a slight disruption to services! From the initial camera, hack the camera ahead and right of you. You'll see a number of tower PCs you can hack and the power grid on the large monitor on the opposite wall.

- From the second camera (looking at the room's left side if the power grid monitor is to your right), deactivate the middle and right PC on the left bank of computers. Ignore the left PC.
- From the third camera (looking at the room's right side if the power grid monitor is to your left), deactivate the right PC on the right bank of computers. Ignore the left and middle PCs.
- As you deactivate PCs, the power grid goes from light blue to orange. The whole grid must be orange to complete this objective.

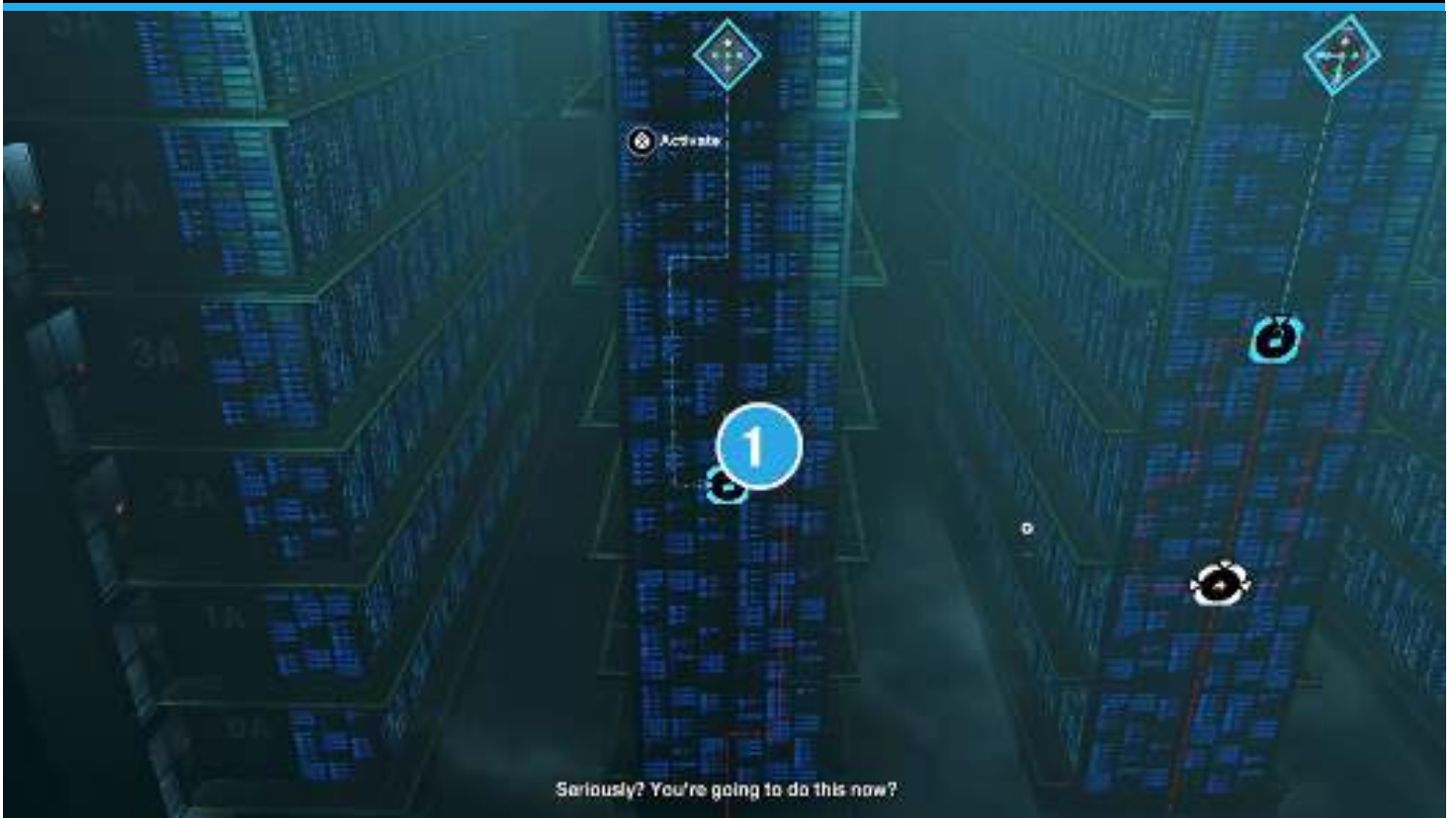
THE DELAWARE CONNECTION

After the main relay to the power grid looks like it's going to blow, head back into space, peer down at the Delaware Data Center, and interact with it now that there's accessibility. Enter the gigantic data center, hacking the drone at server bank 1E. There are other drones you can pilot, but this is fine to use.

Pilot the drone through the colossal rows of server farms, heading toward the objective: an office between the "A" server banks. Peer into the office, hacking the camera and then the security router to uncover a gargantuan Network Bypass. Solve the different elements of it in any order you like.

The method shown below separates the puzzles into ten vertical puzzles. The easiest to hardest is on the left side—left to right—then easiest to hardest on the right, moving right to left. The final puzzle is on the floor. Use the drone throughout the following:

LEFT SERVER BANK 1



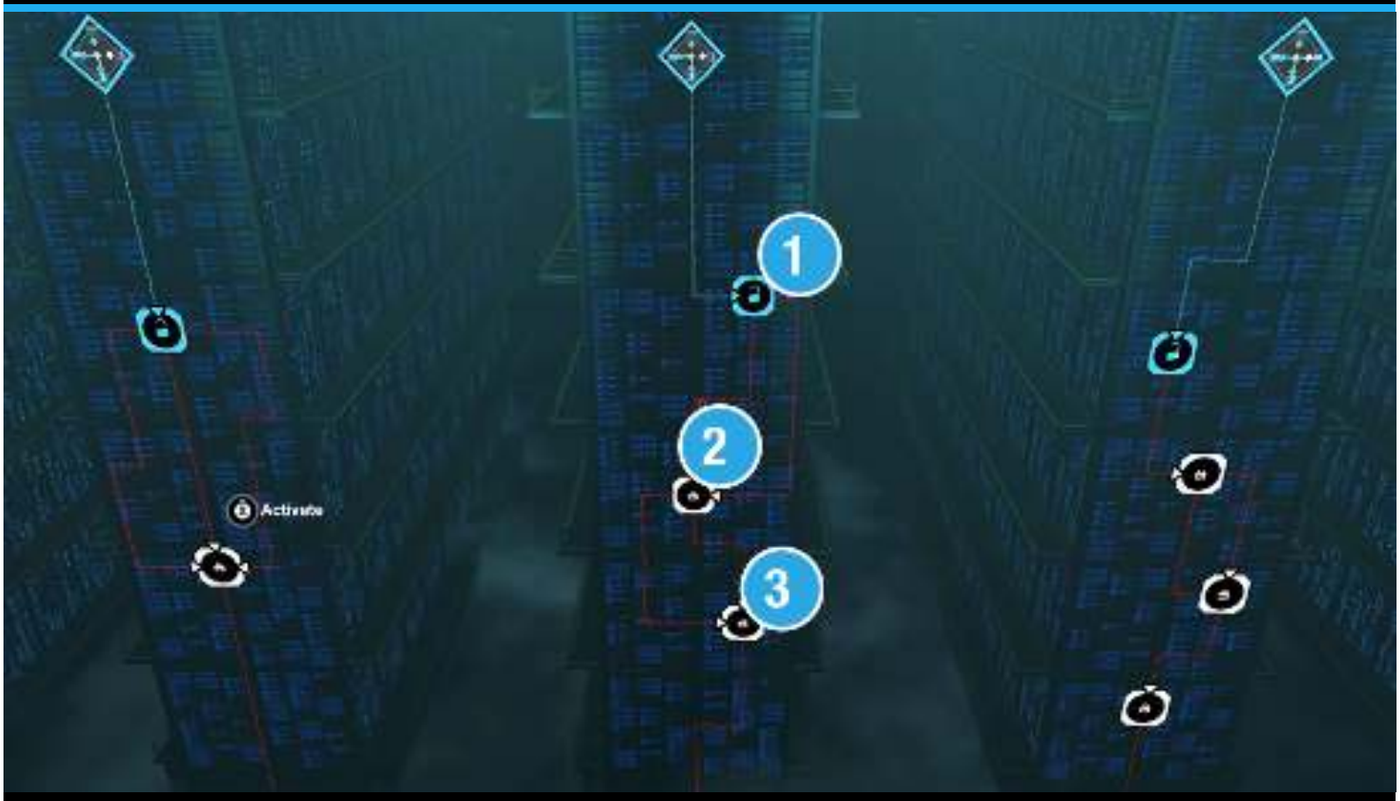
1: Unlock. Puzzle section complete

LEFT SERVER BANK 2

1: Unlock.

2: Unlock. Puzzle section complete.

LEFT SERVER BANK 3

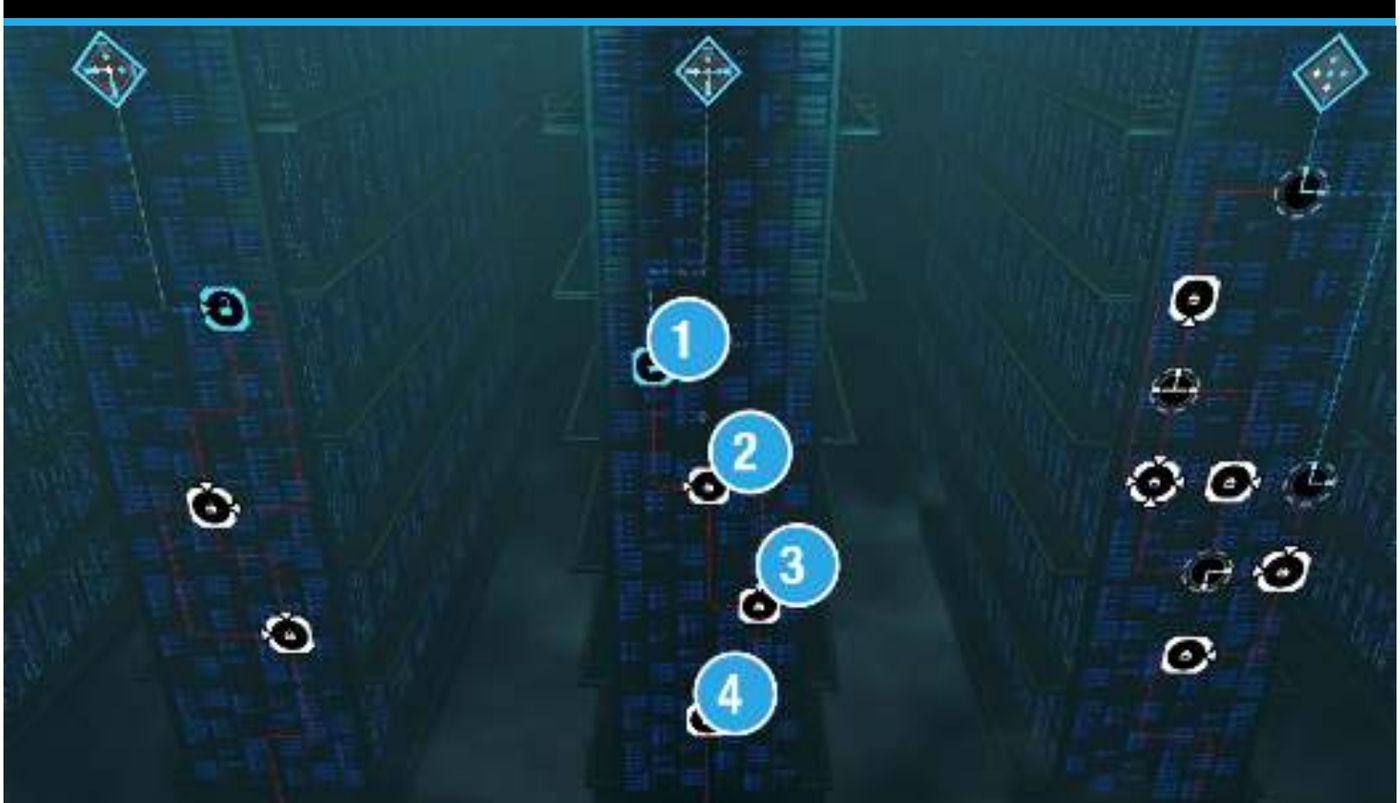


1: Unlock. Turn x1.

2: Unlock.

3: Unlock. Puzzle section complete.

LEFT SERVER BANK 4



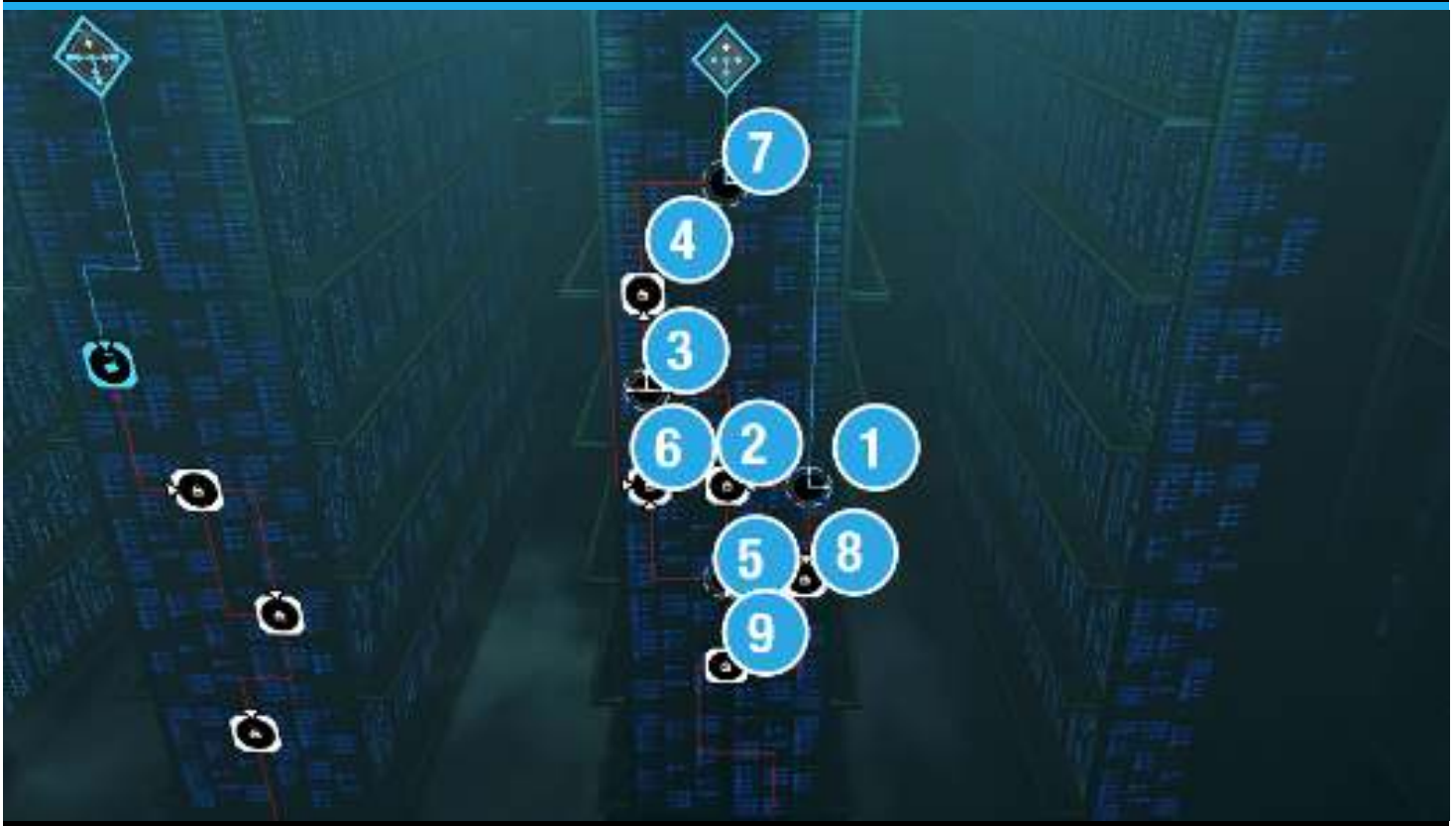
1: Unlock. Turn x1.

2: Unlock.

3: Unlock. Turn x1.

4: Unlock. Puzzle section complete.

LEFT SERVER BANK 5



1: Turn x3.

2: Unlock.

3: Turn x1.

4: Unlock. Turn x2.

5: Turn x2.

6: Unlock.

5: Turn x1.

7: Turn x3.

4: Turn x1.

6: Turn x1.

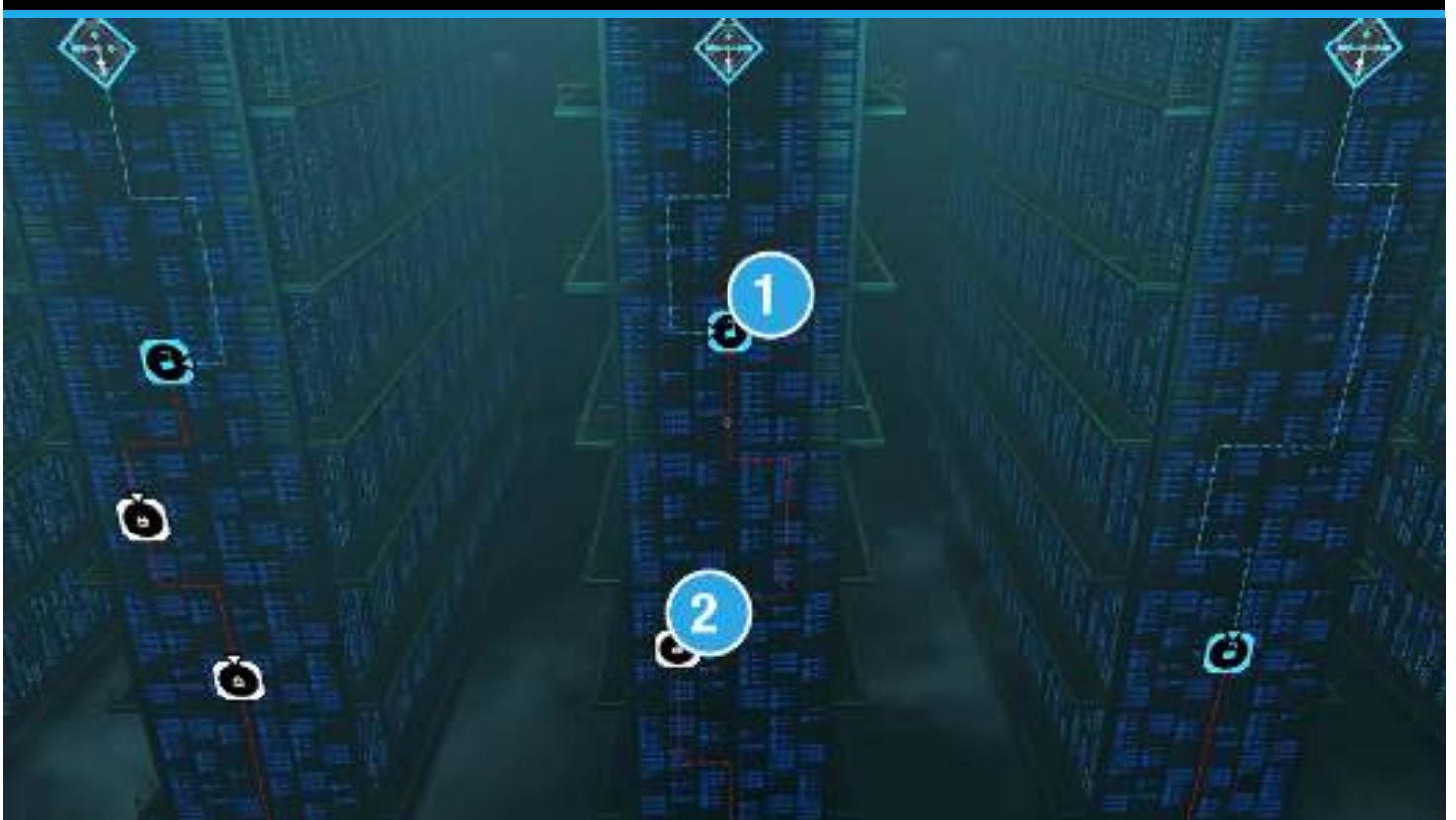
8: Unlock.

9: Unlock. Puzzle section complete.

RIGHT SERVER BANK 1

1: Unlock. Puzzle section complete

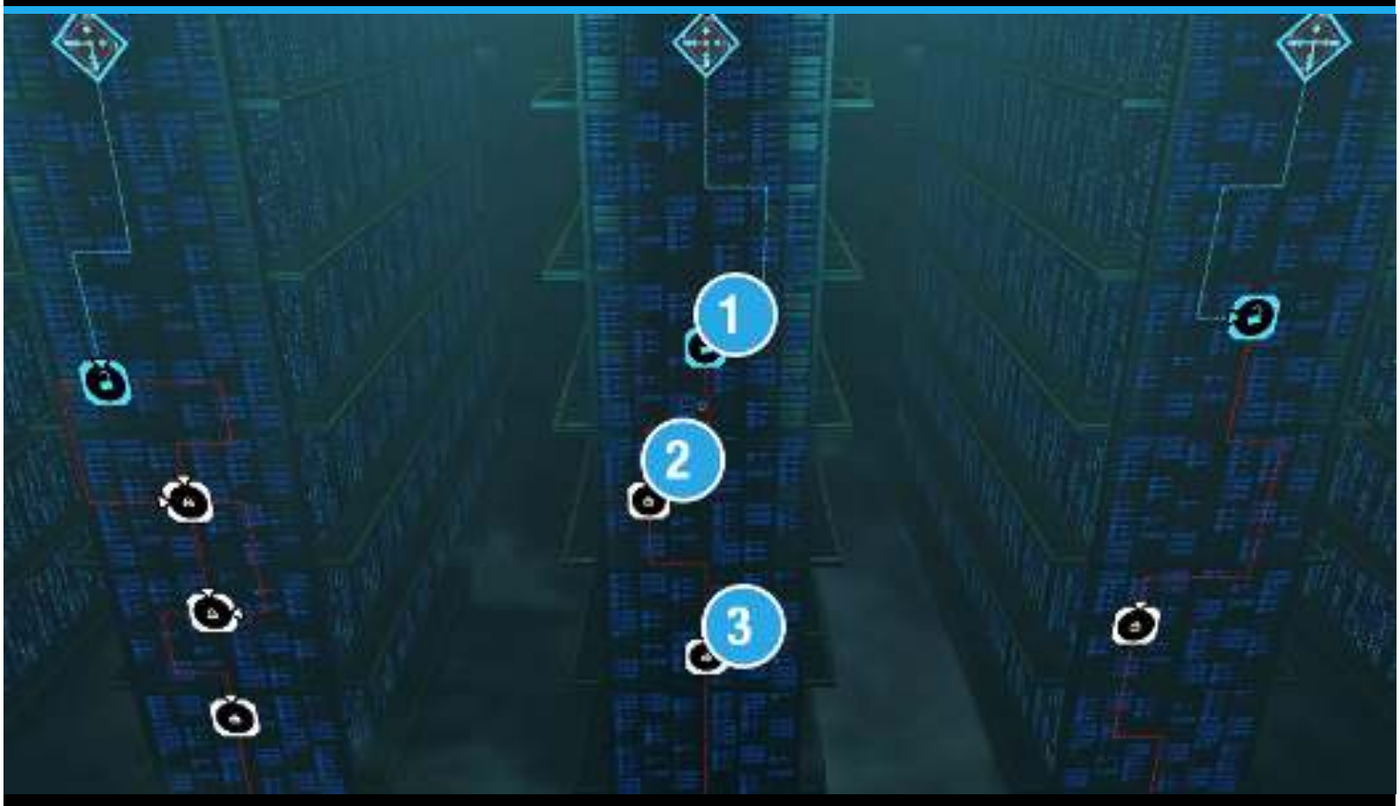
RIGHT SERVER BANK 2



1: Unlock. Turn x1.

2: Unlock. Puzzle section complete.

RIGHT SERVER BANK 3

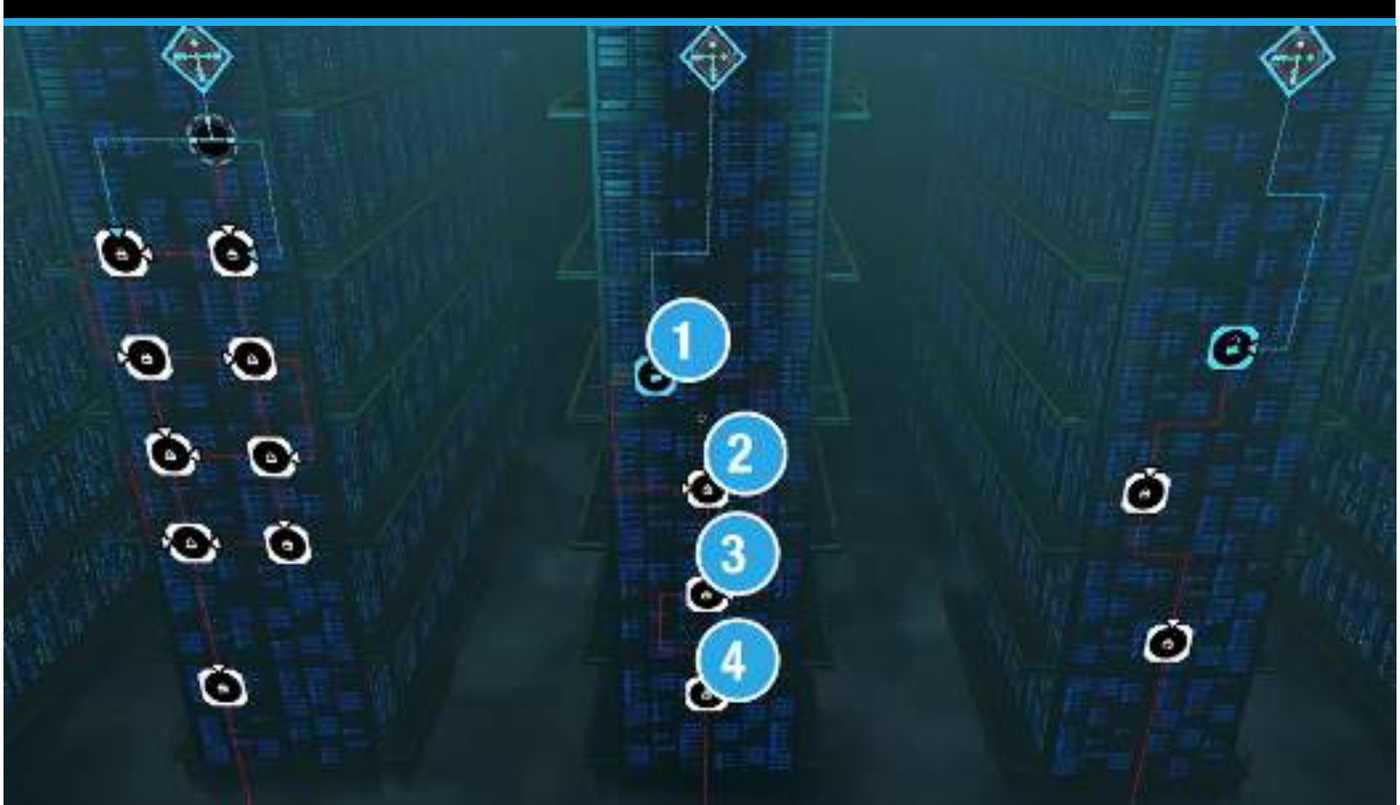


1: Unlock. Turn x1.

2: Unlock. Turn x1.

3: Unlock. Puzzle section complete.

RIGHT SERVER BANK 4



1: Unlock. Turn x2.

2: Unlock.

3: Unlock. Turn x2.

4: Unlock. Puzzle section complete.

RIGHT SERVER BANK 5

1: Turn x1.

2. Unlock. Turn x1.

3. Unlock. Turn x1.

4. Unlock.

5. Unlock.

6. Unlock. Turn x2.

7. Unlock.

1. Turn x3.

2. Turn x1.

3. Turn x1.

4. Turn x1.

6. Turn x2.

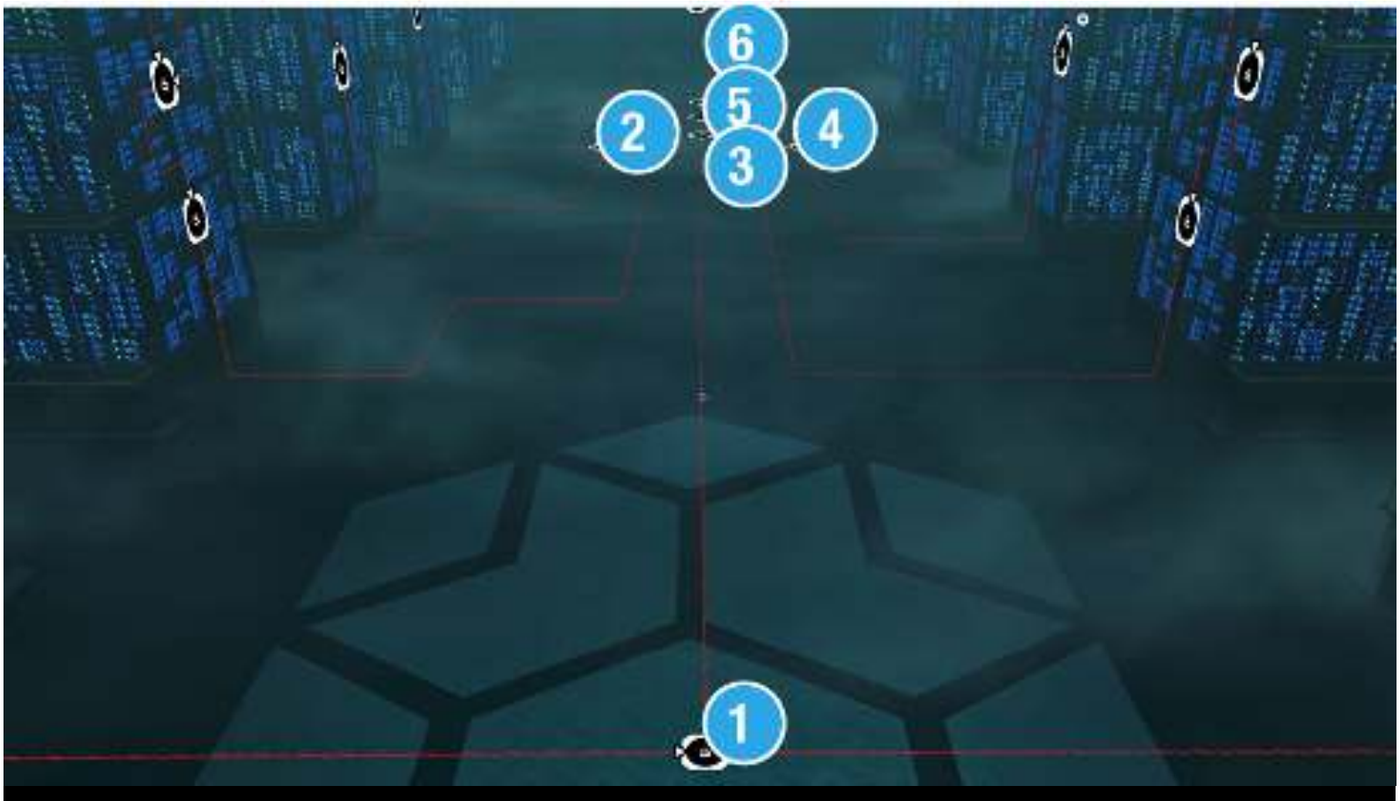
8. Unlock. Turn x1.

6. Turn x3.

9. Unlock. Turn x1.

10. Unlock. Puzzle section complete.

SERVER FLOOR




```
1, 2, 3, 4, 5, 6, 7: Unlock.

Change Camera. Unlock the server.

Puzzle complete.
```

As you download the data after completing the puzzle, you leave an impressive surprise on Blume's server farms. Mad skulls, bro! The operation then concludes.

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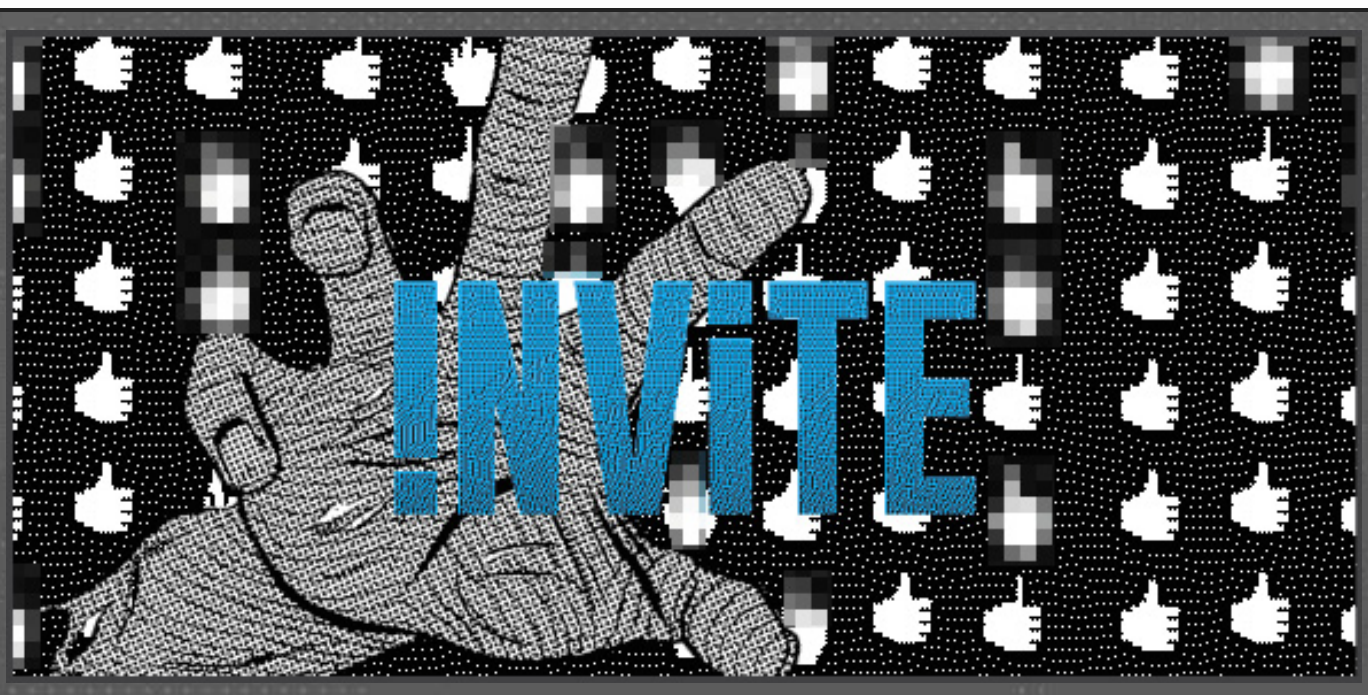
POWER TO THE SHEEPLE

Operation Overview



OBJECTIVES

- Talk to Sitara at the Hackerspace.
- Graffiti Thruss's billboard.
- Meet Sitara near !Nvite.
- Infiltrate !Nvite.
  - Install backdoor on !Nvite's servers.
  - Tap !Nvite CEO's phone.
- Leave !Nvite's offices.
- Meet Sitara outside City Hall.
- Reach Thruss's apartment.
- Tap into the camera network.
- Meet Wrench on the rooftop.
- Download evidence.
- Reach Wrench's escape point.
- Escape.
- Meet Josh near **Fort Point**.
- Destroy the voting machines (4).
- Escape **Fort Point**.

DIFFICULTY

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POWER TO THE SHEEPLE

1. Operation—Social Media And The Congressman

OBJECTIVES

- Talk to Sitara at the Hackerspace.

DIFFICULTY

BRIEF

The Galilei satellite has yielded some pretty interesting information about the upcoming election, so time to have some fun.

LOCATION

- Hackerspace (DedSec HQ), Mission Dolores Park, San Francisco.

When you visit the Hackerspace and speak to Sitara, she tells you DedSec has uncovered evidence that the reelection campaign of Congressman Thruss is getting logistical support from !Nvite. While Ray goes for a beer, you're off to make a statement on Thruss's billboard.

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POWER TO THE SHEEPLE

2. Operation—Mark Up

OBJECTIVES

- Graffiti Thruss's billboard.

DIFFICULTY

REWARDS

DedSec Followers: +32,400

BRIEF

Send a message to Congressman Thruss by "prettying up" his annoying, giant sign.

LOCATION

- Thruss billboard, atop apartment block near freeway, two blocks south of HAUM Data Center, San Francisco.

When you arrive at the apartment block with the billboard atop it, there's no normal method of climbing to reach it. However, the restricted area across the street from (southwest) the building has a crane that's useful. Either:

Climb onto the graffiti-covered truck container and up onto the low roof the crane is sitting on.

OR

Use NetHack and remotely control the crane.

Summon the crane platform, step onto it, and carefully raise yourself to the roof of the apartment with the billboard. Get off the platform, locate the locked gate, and produce your RC Jumper. Scoot it through the hole in the fence to the gate's left, around to a CCT, and unlock it. Hack the gate, climb the billboard, and leave Thruss a present. Once you're done, backtrack down to the ground using the crane platform again.

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POWER TO THE SHEEPLE

3. Operation—A Tempting !nvitation

OBJECTIVES

- Meet Sitara near !Nvite.
- Infiltrate !Nvite.
  - Install backdoor on !Nvite's servers.
  - Tap !Nvite CEO's phone.
- Leave !Nvite's offices.

DIFFICULTY

REWARDS

DedSec Followers: +32,400

BRIEF

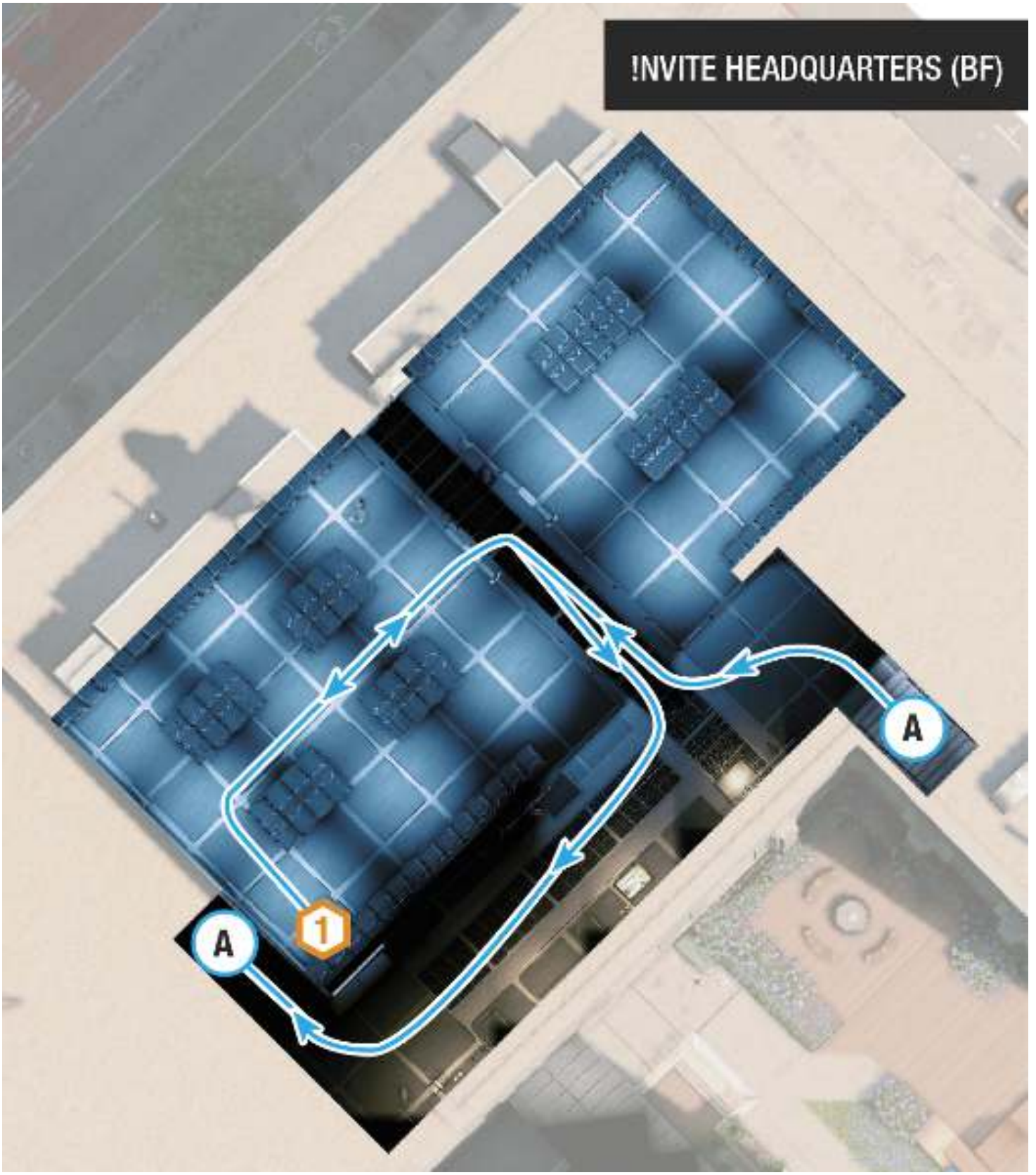
Infiltrate the social media giant that you know oh so well; thank you very much for the fake followers, !Nvite.

HOSTILES

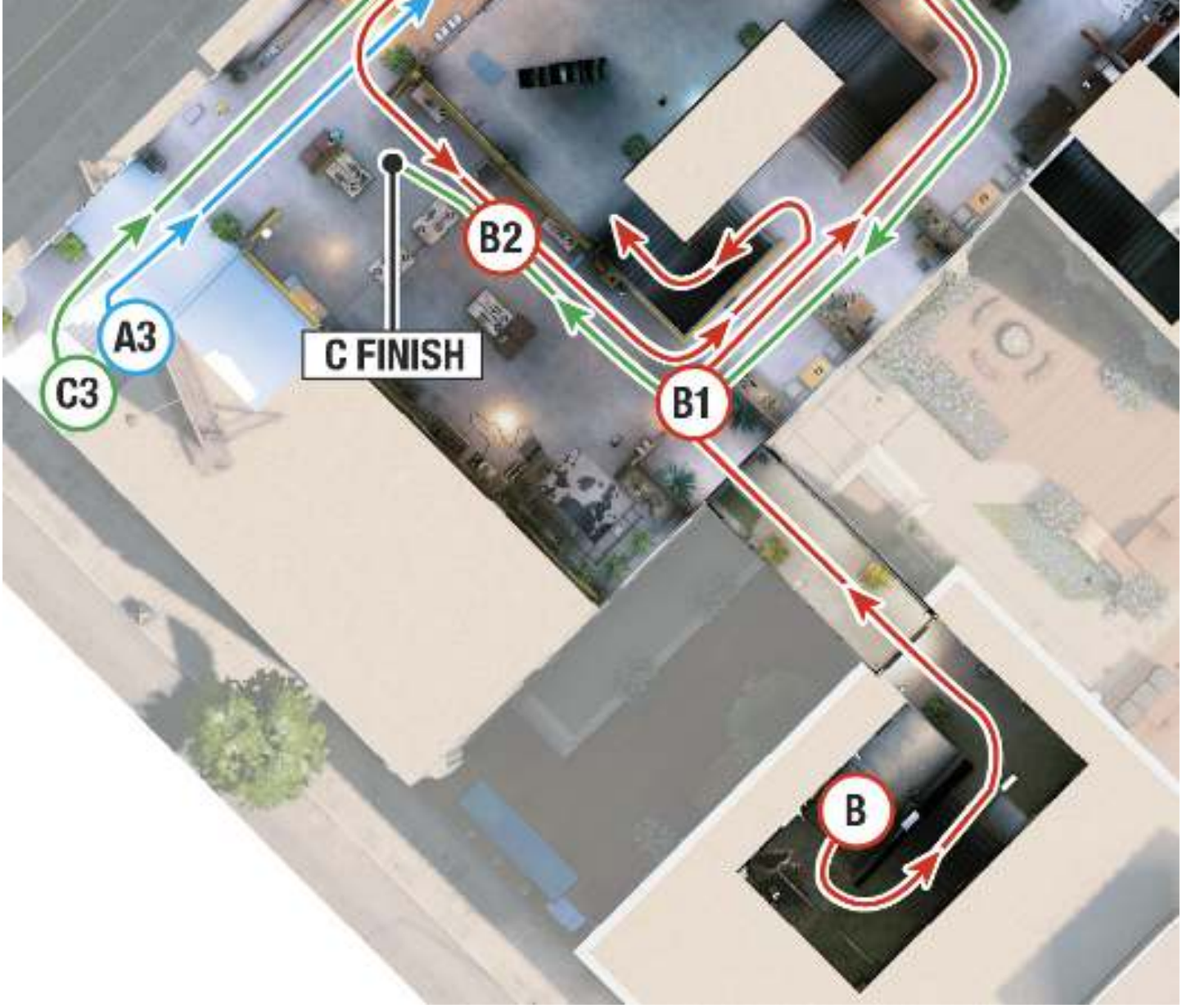
- Umeni Security Corps

LOCATION

- !Nvite Headquarters, three blocks northwest of Hackerspace, San Francisco.


!NVITE HEADQUARTERS (BF)
A
1
A

!NVITE HEADQUARTERS (2F)
2


B2
A3
C3
C FINISH
B1
B

INVITE HEADQUARTERS (EXTERIOR AND 1F)
1
START
C1
A2
C2
FINISH
B
A
A1
A
A3
B3
C3
2
START

Travel to a bench close to the !Nvite building, and talk to Sitara once she arrives. Thruss is seriously pissed about the billboard. Now to hack into the office of the CEO of !Nvite, Mary Catskill, and uncover some evidence of collusion. You remember this place, right?

☰ Infiltration Points

The entrances and exits of this building should be familiar to you, as you've explored the interior during Main Operation: **Looking Glass**. This time, though, you're headed down to the server room basement, and there's a whole load more guards to worry about.

1 Front Doors (Northwest):

Located on the northwest perimeter by the main street, these three doors require an access key to open. Handy, then, that you can cycle through to the camera above the lobby, wait for the security guard with the access key to walk by, and hack before entering. However, you're more easily spotted taking this route; a more clandestine approach could be safer.

2 Deck Gardens (Southeast):

The two doors accessible from the deck and recreation gardens, close to the steps with the huge !Nvite signs, are both locked and need an access key. However, the two vents above the doors allow you to maneuver a drone in here to obtain the key remotely.

3 South Building Stairwell:

Opposite the deck gardens doors is an interior stairwell and a bridge across to the upper floor of the !Nvite offices. Though the door needs hacking with an access key, the floor vent around the corner (opposite the doors) does not and provides a great insertion point for your **RC Jumper**.

POIs and Objective Points

Access Key (2)

There are two access keys; you need to hack only one. One is on a laptop on a couch on the second floor mezzanine area (north). The other is carried by a security guard patrolling the upper balcony floor. As you can't enter the building without a key to open one of the perimeter doors, you can hack either key by:

- Cycling through the cameras.
- Using the Quadcopter.
- Using the **RC Jumper**.
- Shooting the windows out of the bridge above Infiltration Point (IP) 2, attracting a guard to open one of the locked doors, then barging in.

Closed-Circuit Terminal

You must unlock this box using the **RC Jumper** or Marcus. It is located on an outer corridor close to one of the server room stairs and the deck gardens entrances. This is a mandatory hack; the CCT allows access down to the basement and the server room objective.

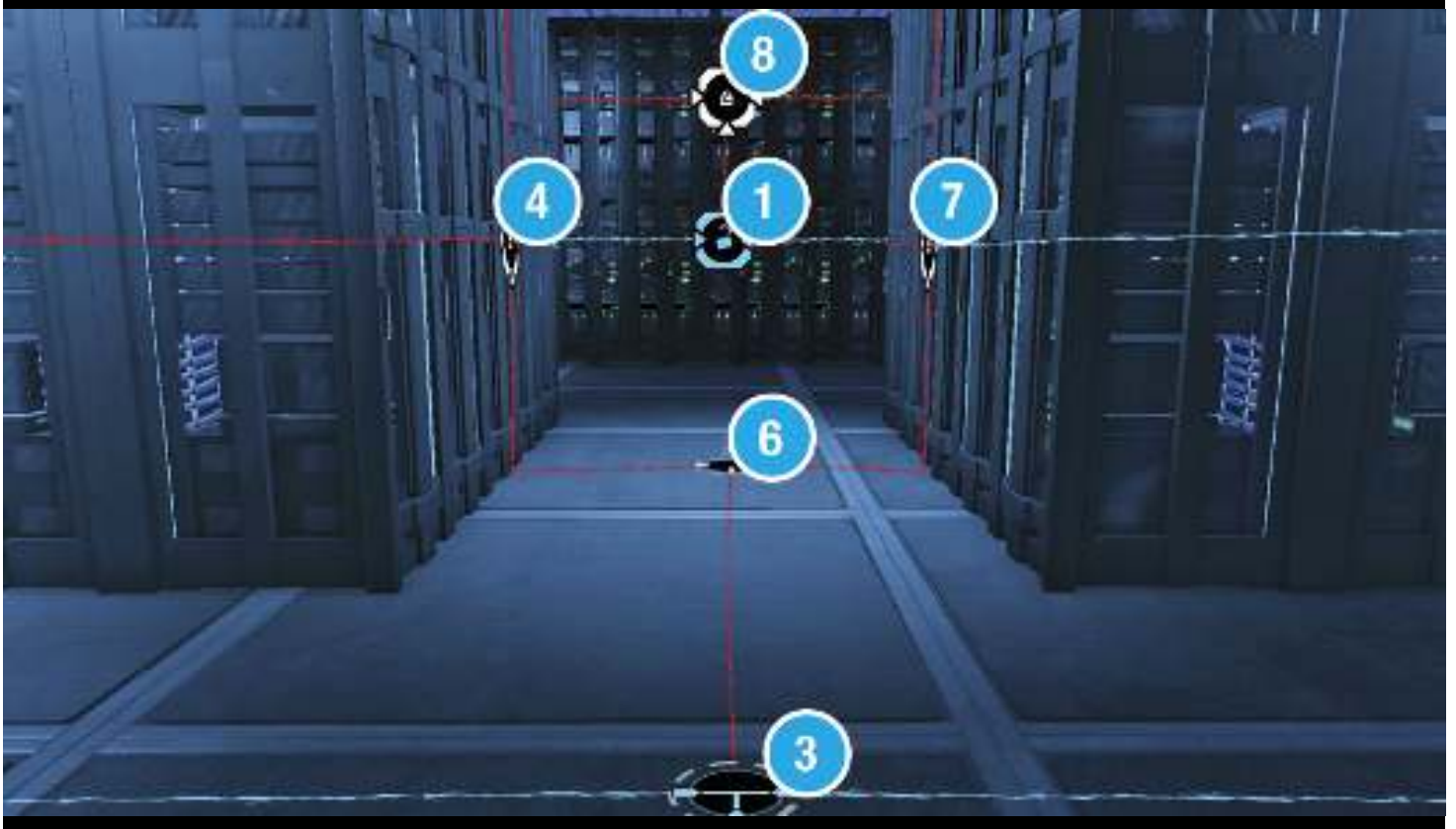
Server (Backdoor Hack)

The entire lower basement level features one large Network Bypass split into two server rooms. Get into the basement via the CCT unlock and head down a stairwell, either near the “#Coffee Break” area (central-western ground floor) or via the server room entrance in the building’s north corner. Once downstairs, solve the server room Network Bypass in two steps. Hack the server router, then move to the opposite server room (where some of the data connections are blue).

Control Desk

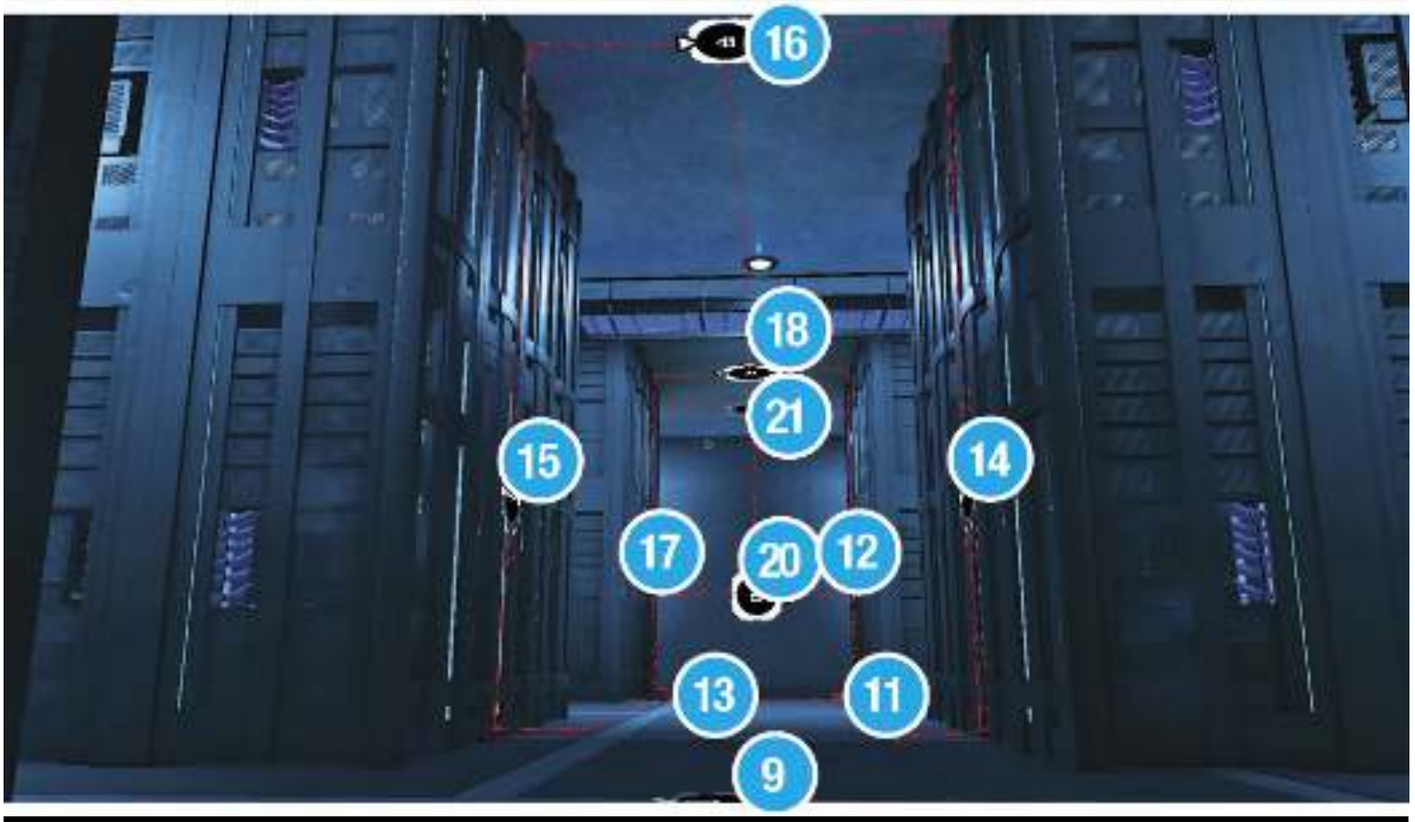
The main computer inside the small office along the upper floor’s northeast perimeter, in the “#Tech Support” area, requires some keyboard input by Marcus only (no `RC Jumper`). This allows access up to a remote view of the CEO’s office, where you can hack her phone. Try to attempt this with no enemies nearby, as the hack takes a while and you don’t want to be interrupted.

NETWORK BYPASS



```
Puzzle Room 1

1: Unlock.

2: Turn x3.

3: Turn x1.

4: Unlock.

3: Turn x2.

5: Turn x3.

6: Turn x3.

7: Unlock.

1: Turn x1.

3: Turn x1.

8: Unlock. Part 1 complete.
```

NETWORK BYPASS



Puzzle Room 2

9: Turn x3.

10: Turn x3.

11: Turn x1.

12: Turn x1.

13: Turn x3.

11. Turn x2.

```
14. Turn x1.

15. Turn x1.

16. Unlock. Turn x1.

11. Turn x2.

17. Turn x1.

18. Unlock.

19: Turn x3.

20: Unlock. Turn x2.

21: Turn x2.

22: Unlock. Puzzles complete.
```

A THIS GUEST IS UN!NVITED

Need the most proficient route to both objectives? Then sit outside IP 2 and send in the Quadcopter (or cycle through the cameras in **NetHack**) to hack the access key. Now use the **RC Jumper** or Marcus to enter via the Infiltration Point (by vent or door, as you have the key now). Since you're in the same corridor as the CCT **(A.1)**, now is the time to unlock it. If there's a guard near the CCT, coax him down the corridor to the junction box, strangle him (if you're Marcus, as this is silent), or call his phone. Then unlock the CCT. Head to the ground floor's northeast corner, where the now-hackable doors are to "#server room." Open them **(A.2)**, head down the stairs, and complete the Network Bypass. Do this as Marcus or with the **RC Jumper**.

Then, as Marcus, either:

- Leave via the basement "#exit" stairs to the southeast (not the way you came). Turn left at the top of the stairs by the potted fern, drive into the foyer, and spin 180 degrees to head (northwest) up the large concrete stairs of the "#lounge" **(A.3)**.
- Or, if you used the **RC Jumper** up until this point:
- Move as Marcus to the "#lounge" by entering from IP 2, and climb the concrete stairs.

Then turn right (northeast) and distract one more guard (possibly two) on your way to the "#tech support" area **(A.4)** where the computer is. Interact with the keyboard (Marcus only), and complete the other objective (bugging the phone).

B THESE GUARDS ARE NEARSIGHTED

Now for a plan that delivers a strangle-based shakedown of all seven guards, with optimal suppressed executions afterward. This will ensure you've neutralized all threats before completing either objective. First, use the Quadcopter and hack any of the vents, scoot inside, and hack the access key (or cycle through the cameras to gather either key). Then enter via the stairwell under construction (IP 3).

Ensure the upper floor is clear of other foes. Distract the guard to the right of the sets of unlocked doors after crossing the covered bridge, then drop him **(B.1)**. If more than one guard is up here, distract both. Maneuver counterclockwise around the upper balcony, and take down the two other guards. Do this quickly in case one of the remaining four guards on the ground floor head upstairs. After a complete circle of the upper floor **(B.2)**, use `NetHack` to determine where the four remaining guards are downstairs. If any use the central stairwell (from either side), hide and drop them as they arrive on the upper floor.

Usually you can head to the lounge concrete stairs, tase one or two guards there **(B.3)**, and then search and drop the remaining three guards in a clockwise route without worrying about being seen from above. This route is preferable, as removing threats on the upper floor means you aren't as easily spotted on the ground floor. Now unlock the CCT and complete both objectives in peace.

Other options include entering from IP 2 and making a ground-level counterclockwise sweep, followed by an upstairs takedown, with judicious use of phone distracts and strangulation.

C YOUR TASING IS UNREQUITED

An alternate route with takedowns is via the main front doors (IP 1). Stand there and launch your drone, flying it to IP 2. Open the vent and fly inside (distracting a guard below the vent) before hacking one of the access keys. You can ignore the drone at this point. Or, cycle to the camera on the lobby's upper section, just on the other side of the locked doors. Hack the access key remotely.

Enter the ground-floor lobby (**C.1**, with the !Nvite signs) and work your way clockwise around the office, past the locked server room **(C.2)**, and unlock the CCT in the corridor. Make a complete sweep of the ground floor, strangling the guards as you go. Tasing is an option, but it makes a sound. Ascend to the top-floor balcony via the concrete steps in the lounge area **(C.3)**. Drop the guard near the tech support office, then make a clockwise sweep of the upper floor, removing the two remaining guards. Then complete both objectives in either order.

THESE BOMBS ARE IGNITED

Drive a motorbike through the doors to create havoc, then use the concrete steps and blue walls of the lounge as cover, moving along the balcony to the bridge above IP 2. Watch for reinforcements shooting through the windows of the bridge as you lay proximity traps for all and sundry until no more threats are present. Another good camping spot is objective point 2. Alternatively, ignore the bike plan and just wade in there after hacking the access key; the defensive positions upstairs allow you to lay bombs to stop foes outflanking you.

Once you complete both objectives, flee the building, out of the area radius on your minimap. The next part of the operation begins immediately, outside city hall.

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POWER TO THE SHEEPLE

4. Operation—Compromised Candidate

OBJECTIVES

- Meet Sitara outside City Hall.
- Reach Thruss's apartment.
- Tap into the camera network.
- Meet Wrench on the rooftop.
- Download evidence.
- Reach Wrench's escape point.
- Escape.

DIFFICULTY

REWARDS

DedSec Followers: +32,400

BRIEF

You want intel, then it's time to take the game to Thruss with some good old-fashioned cloak-and-dagger spying.

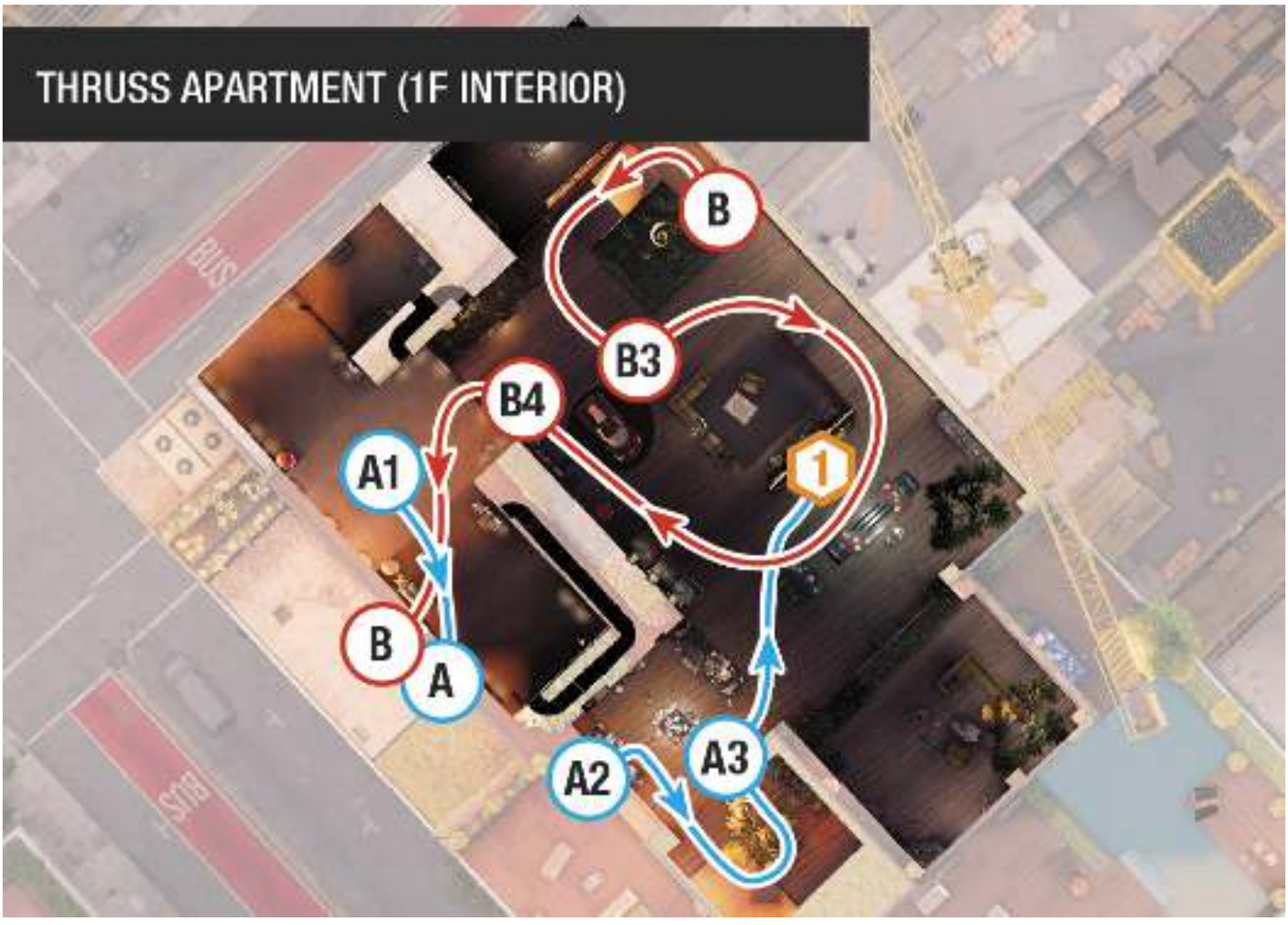
HOSTILES

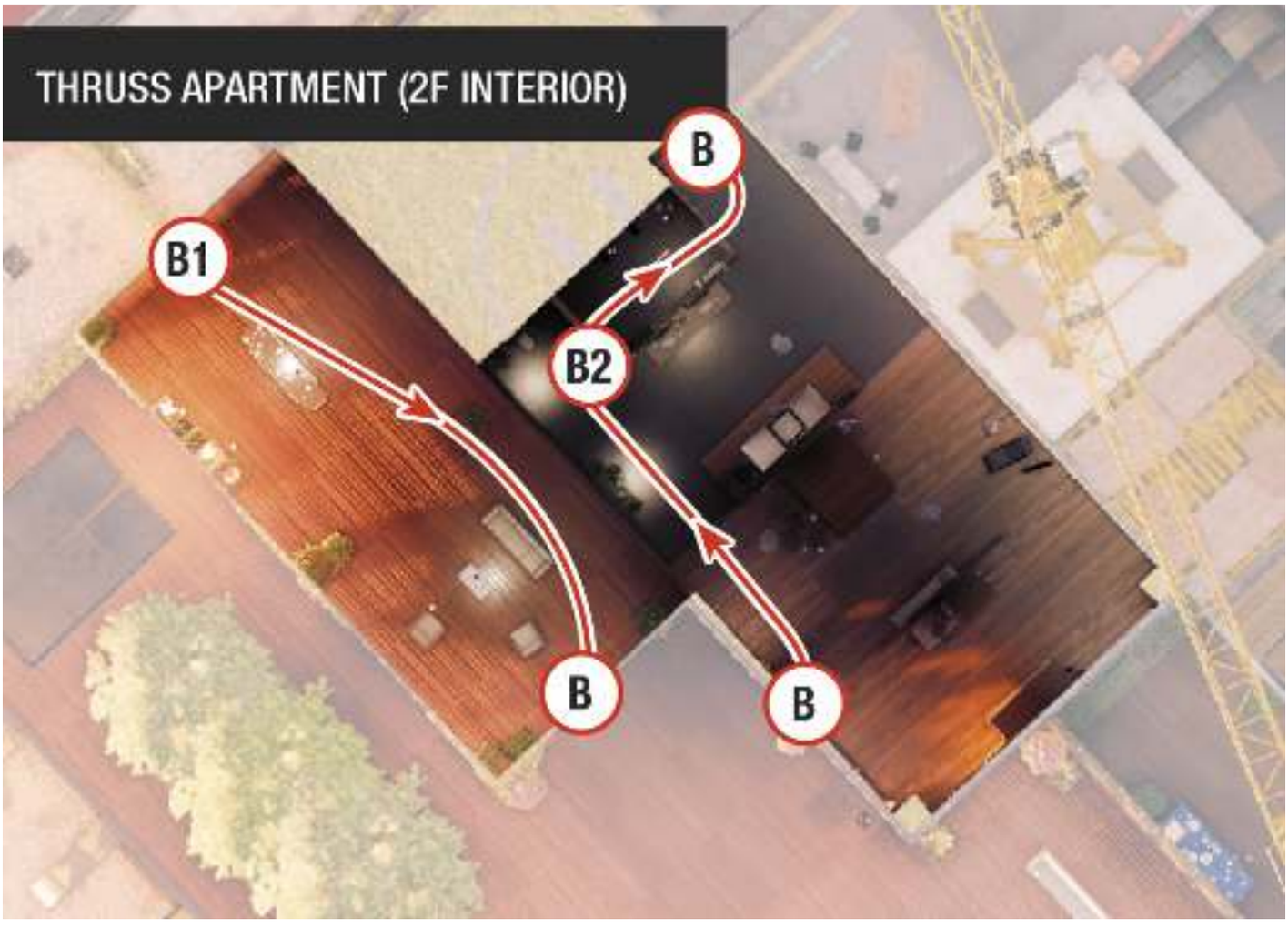
- Umeni Security Corps

LOCATION

- 1. Civic Center Park, outside City Hall, San Francisco.

2. Thruss apartment, two blocks southwest of HAUM Data Center, San Francisco.



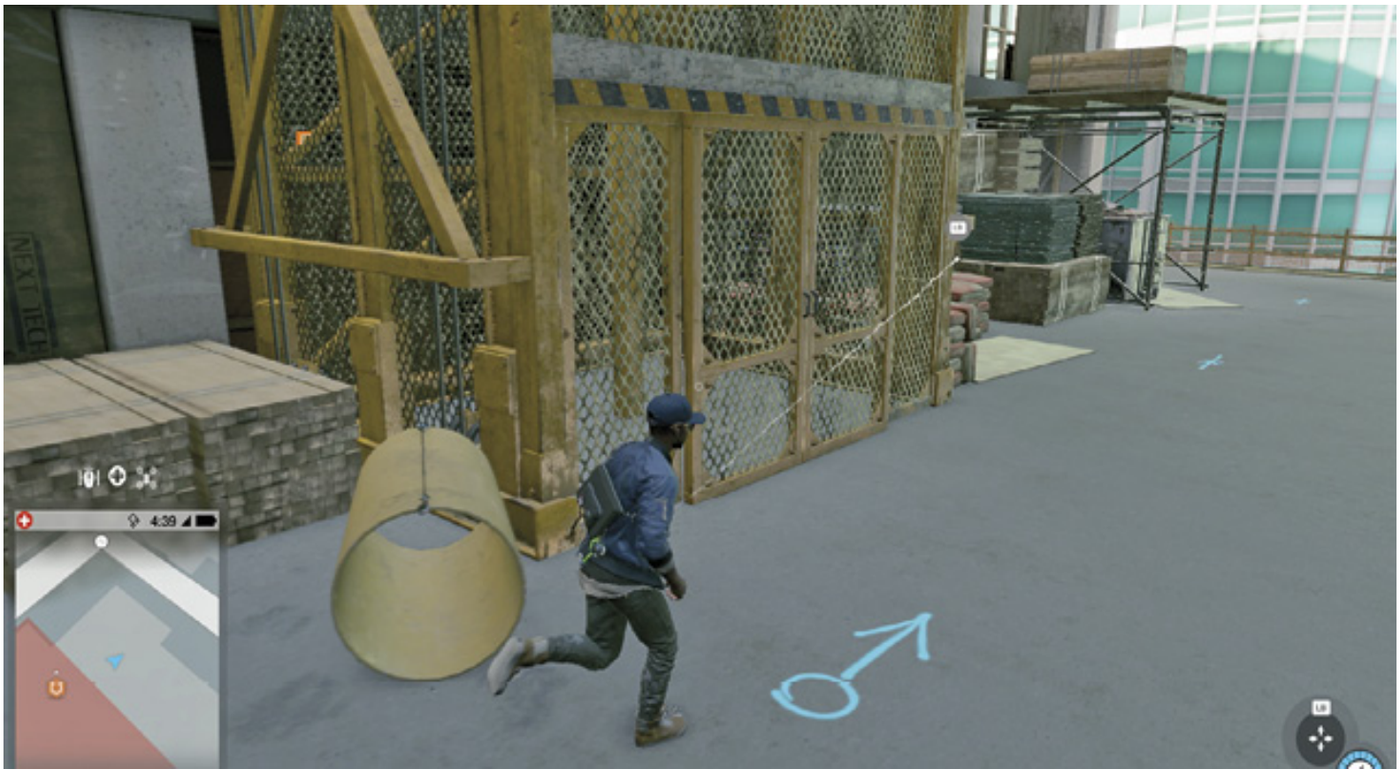


Meet Sitara on the concrete bench as you watch Thruss's opponent give an impassioned speech on the park lawn. Wrench arrives with some audio evidence that further proves the congressman is working with Blume and !Nvite. There's more juicy information at Thruss's penthouse apartment. You're **driving** there with Wrench. Head to the ground alley about a block away and below the apartment tower.

While Wrench scouts the area, you're here to tap into the camera network. This is easily achieved by climbing the two ladders and crossing the construction yard roof to the ctOS box, then physically hacking it. The meeting taking place at the penthouse with Dusan, Mary Catskill, and Thruss further cements this clown's fate.

Uh-oh, Thruss's building just went off the grid. Time to meet Wrench on the roof of the nearby apartment building. Take the crane platform up, and after a meeting of the minds, your next task is to reach the penthouse apartment and download evidence of the congressman's part in rigging the election.

Uh-oh, Thruss's building just went off the grid. Time to meet Wrench on the roof of the nearby apartment building. Take the crane platform up, and after a meeting of the minds, your next task is to reach the penthouse apartment and download evidence of the congressman's part in rigging the election. Take the crane platform again, swinging it around to the lower apartment roof.



Jump off, jump across the large AC units to the construction elevator, and either:

- Climb left, over the porta-potty to the upper CCT near a boarded-up door. Unlock it, allowing you to call the construction elevator.

OR

- Head right, into the interior and locked gate. Produce the **`RC Jumper`** and drive it through the cylindrical pipe in the stack of construction materials, through an open gate, to a lower-level CCT. Unlock it remotely. This allows you to hack the gate doors. Run forward, climbing the pallets at the corridor's end, up to the CCT near the boarded door. Unlock it, allowing you to call the construction elevator.

Either plan can be done by Marcus or the **`RC Jumper`** if you wish.

Call the elevator, step into it, and ride it to a crane platform below the penthouse. Activate the crane by unlocking another CCT, near the crane's base. Carefully maneuver the crane platform (with you on it) up to the helipad roof of Thruss's apartment and begin infiltration.

☰ Infiltration Points

You can only reach the penthouse by crane platform. But it's where you drop from the platform that's important:

1 Helipad and North Stairs:

This is the main place to start from. The metal stairs to the north lead down to an open deck with a dining area and glass windows you can shoot through with suppressed fire (these windows shatter without alerting anyone). You're directly above the target here and have multiple choices when it comes to gathering the data. Note the balcony glass fence to the south, allowing you to see foes below. Hole up here if you need to.

2 Poolside Deck:

It isn't necessary to visit this lower area unless you're stalking foes for takedowns. There's a vent close to the pool that allows an **RC Jumper** into the duct work under the apartment's main floor, and doors lead north away from here, into the sunken living room and up to the objective. To the south, the guard with the access key resides near the tower staircase entrance.

3 Tower Staircase:

This provides quick access from the lower interior floor to the upper exterior deck, across from the bedroom. It requires the access key to open and isn't necessary to utilize as part of an infiltration point, though sitting on the roof after reaching it via crane platform is a good defensive tactic.

4 Southwest Terrace and Planters:

Don't overlook the double doors on this side of the building, leading from the interior hallway to the cacti planters and Wrench's exit. You can hide below the windows by the AC unit while the download occurs, too.

POIs and Objective Points

Access Key (Guard)

One of the security guards (in the south area with the tree planters) carries an access key, which opens the doors to the glass tower staircase. This is completely optional, as you can avoid the staircase during infiltrations.

Main Living Area and Data Container

The main interior has numerous entrances and windows that can be smashed using melee or weapon strikes. It also has a conference table and a bookcase area, where the data container is located. There is duct work and vents under the living area, though it's just as easy to use the `RC Jumper` to distract foes and move along the floor. Marcus or the `RC Jumper` can access the data container.

Wrench's Escape Point

This is found at the west corner of the penthouse grounds. Head here as soon as the download is about to complete, and you have an easy exit strategy. Or, you can find your own way out.

PATHS TO COMPLETION

So many choices. All of them entertaining. Here are some of the safest, most cunning, and most foolhardy to try:

A DON'T SWEAT THE TECHNIQUE

This plan allows you to remain on the crane without setting foot in the apartment until the download is complete. Hover over the northern edge of the helipad or the southern edge of the “tower” staircase (you’ll need the access key to open the door). Remain on the crane platform and release the `RC Jumper`. Drive it to the skylight in the roof’s northwest area **(A.1)**, hack it, and jump down into the apartment below.

Watch the guard here. Trundle to the hackable door or either vent in the walls at floor level. Navigate through the duct work to the data container. One route is outside through the doors, southeast and a jump over the planter, to the vent at the base of the tower **(A.2)**. Then through the ducts, out to one of the ducts under where the hard drives are being destroyed **(A.3)**, and then across the main interior floor to the data container. Begin the hack, and switch back to Marcus. Remain on the crane platform until the download completes. Then drop off the platform, directly to the exit Wrench sets up for you. Cunning and easy!

B TURN TO TURN THE OTHER CHEEK

This route involves Marcus invading the apartment (the `RC Jumper` can take this route too) and negates any need for engaging foes, despite them looking for you. Marcus only uses the phone distract when necessary. From the helipad, head down the steps to the north, following the pavers to the covered outdoor dining area **(B.1)**. Hack the double doors to your left (leading to the bedroom).

Enter the bedroom, making a sharp left turn to avoid both foes. Creep through the shower **(B.2)**, make a sharp left, and head down the stairs to the sports car and main living area. Call the phone of the guard by the window, near the bookcases (and the one closest to you if he or she is likely to spot you). Pass between the sofa and the car **(B.3)**, and around to the data container. Hack immediately. Don’t stop when moving through here or you’ll be spotted.

After hacking the data container, head toward the car, distracting the nearby guard if necessary. Hop the planter by the balloons and open the double doors to the left **(B.4)**. Enter the hallway with the skylight, distracting the guard in there as soon as possible. Head to the left of the metal sculpture, through the double doors to the AC unit deck outside **(B.5)**. Hide under the windows of the hallway you were just in until you’re ready to hop over the cacti and agave planters and leave.

TACKLING THE WEAK

Need to take down every enemy before attempting the data hack? There are numerous ways to accomplish this, but strangulation using **Path B** is the most proficient. So, once you’ve subdued the guard on the high deck (dining area) and the two in the bedroom and reached the one at the car, head left around the bookcase to strangle the guard near the data container.

Now continue your takedowns. Assuming you’ve kept quiet (otherwise the guards may be away from the route you’re about to take), head into the sunken living room, out onto the pool balcony, and tackle the guard to the door’s right. Then move right, to the guard with the access key in the southern garden area (with the three large potted trees).

Head northwest, jumping over the planter wall to the AC unit deck, through the double doors on your right, into the hallway with the metal sculpture and the final enemy takedown. Now complete the download in peace.

MAKING THOSE GUARDS SHRIEK

A firefight? What a plan, though there's four reinforcements on top of the eight guards you need to worry about. Here are some places to attempt to hole up for a while:

Break through the glass window by the upper north paver deck, at the bottom of the helipad stairs. Shoot up the main living area where the car is. Hold up here. You can prowl the dining room deck, blasting foes through the windows and retreating to the helipad, leaving bombs at the metal stairs.

Head to the edge of the roof over the dining room deck (same level as the helipad). Use the Zero Day Rifle to shoot the foe on the deck and the foe with the access key to the south, through the glass windows of the "tower." Then lob bombs through the windows into the bedroom and living room downstairs as threats present themselves.

Take the crane platform and steer it to the southeast corner of the restricted area, by the swimming pool. Use the metal platform railing as cover, and shoot up the foes on this lower deck; then lob in proximity traps and bombs as foes attempt to reach you. Are matters taking a turn for the insane? Then raise the crane platform, out of harm's way. This is dangerous but possible.

Blast the windows open at the north paver deck, but use the suppressed rifle and tag both foes near the large bookcase by the objective. Lay proximity traps around the conference table by the objective. Drop a bomb on the car, and launch it at the foes on the outside deck to the south. Hide at the conference table as the download begins, continuously throwing out bombs so no one ever gets to you.

There are vault transformers and junction boxes to aid you in your carnage.

TAKING A PEEK

How about another deranged plan? Maneuver the crane platform to the window adjacent to the bookshelf where the data container is, and shoot the foe before he shoots you. Step off the platform, into the apartment, and take up defensive positions right next to the objective.

TIME TO LEAVE!

Need to leave? There's more than just Wrench's zip line to choose from:

THE ZIP LINE IS WHAT YOU SEEK

Reach the indicated area, and you automatically use your Thunderball as a hook, riding a zip line to the ground. Classic Wrench!

HILL DESCENT, SO TO SPEAK

Feel free to ignore Wrench's exit and use the parked vehicle in the main living area, accelerating off the skyscraper. Do this:

- Drive at full speed, so you land on the lower structure. The car is destroyed, but you're still alive! You can carefully descend the building to the ground and flee the area. Wrench isn't happy you ignored his zip line, though.

OR

- Drive at very low speed, braking just as you topple over the edge. You'll land on the lip of a low building or the ground, allowing you to reach the ground much more quickly. Again, Wrench is pissed, but he'll get over it.

OR

- Reverse slightly, turn left, and drive between the planters and bookcase. Drop onto the building you just climbed up. With careful maneuvering, you can drop to the street below and still have the vehicle functional (that is, not on fire). Now drive it to the rendezvous point if you wish.

CRANE ESCAPE? THAT'S PRETTY WEAK

Or, you can summon the crane platform and leave the way you came, which is laborious but possible.

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POWER TO THE SHEEPLE

5. Operation—Voting Machinations

OBJECTIVES

- Meet Josh near **Fort Point**.
- Destroy the voting machines (4).
- Escape **Fort Point**.

DIFFICULTY

REWARDS

DedSec Followers: +402,800

T-Shirt: Thrussted

!NViTE **Swag**

BRIEF

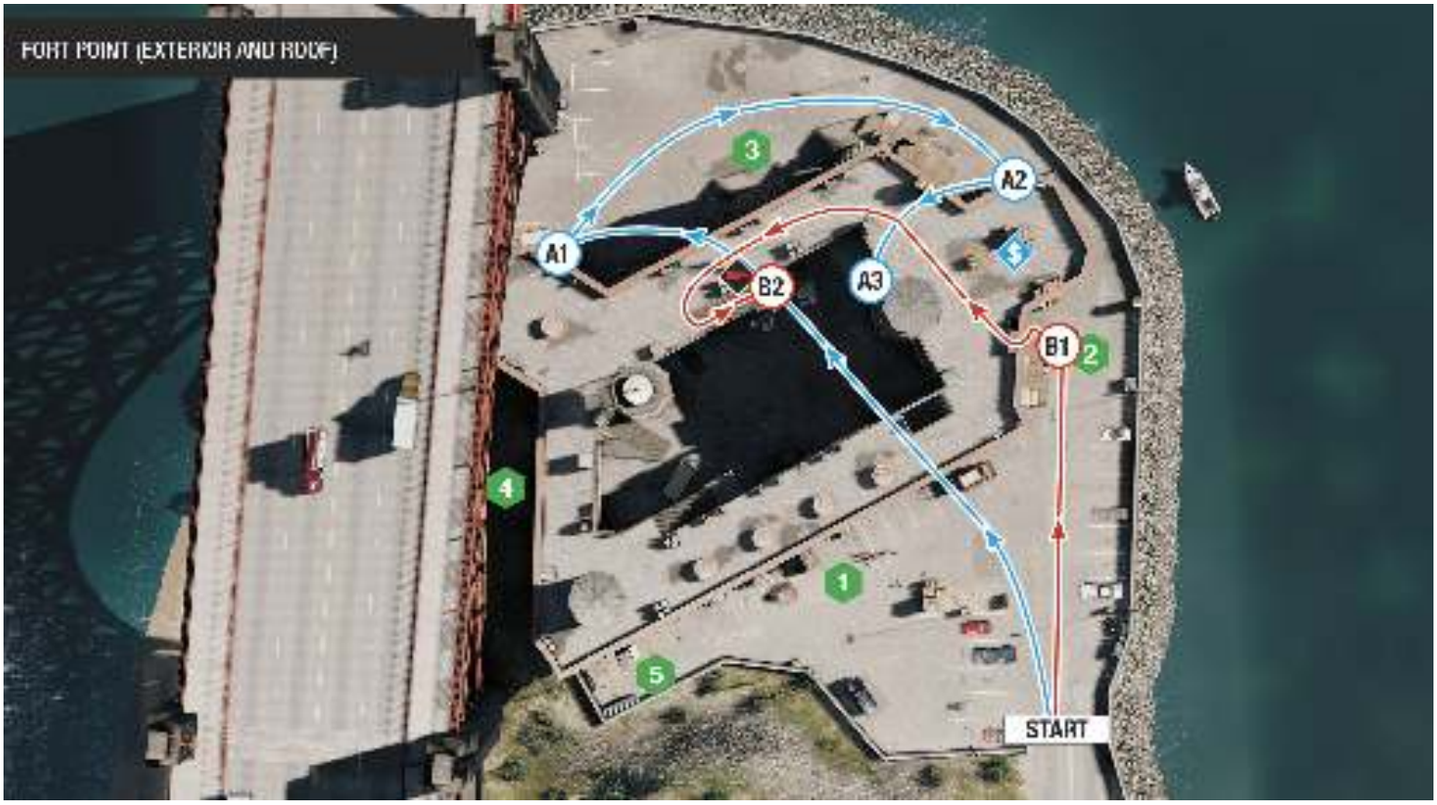
DedSec has to stop Truss's last, desperate attempt to steal the election, and he needs to be taught a lesson in democracy.

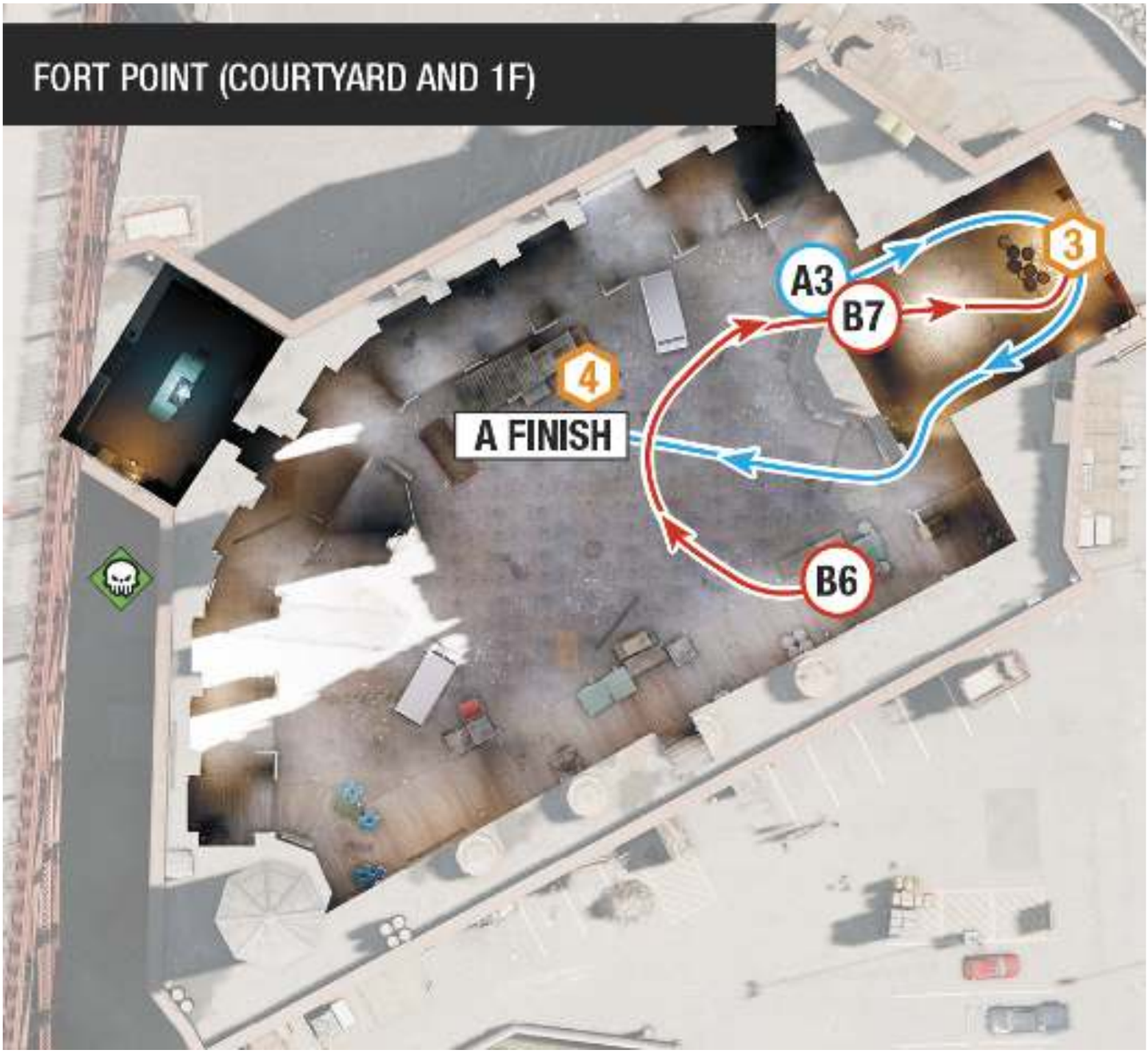
HOSTILES

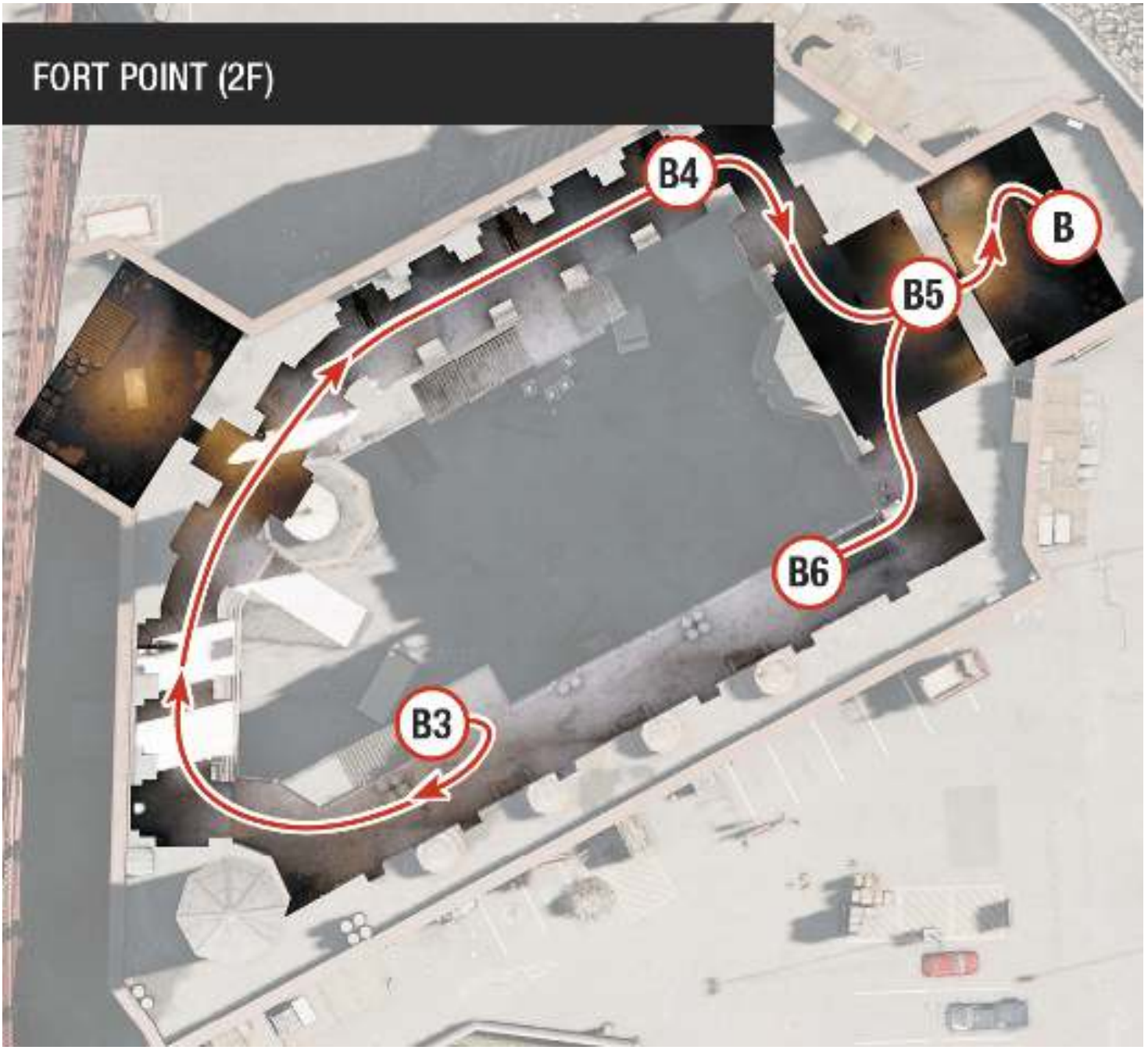
- Umeni Security Corps

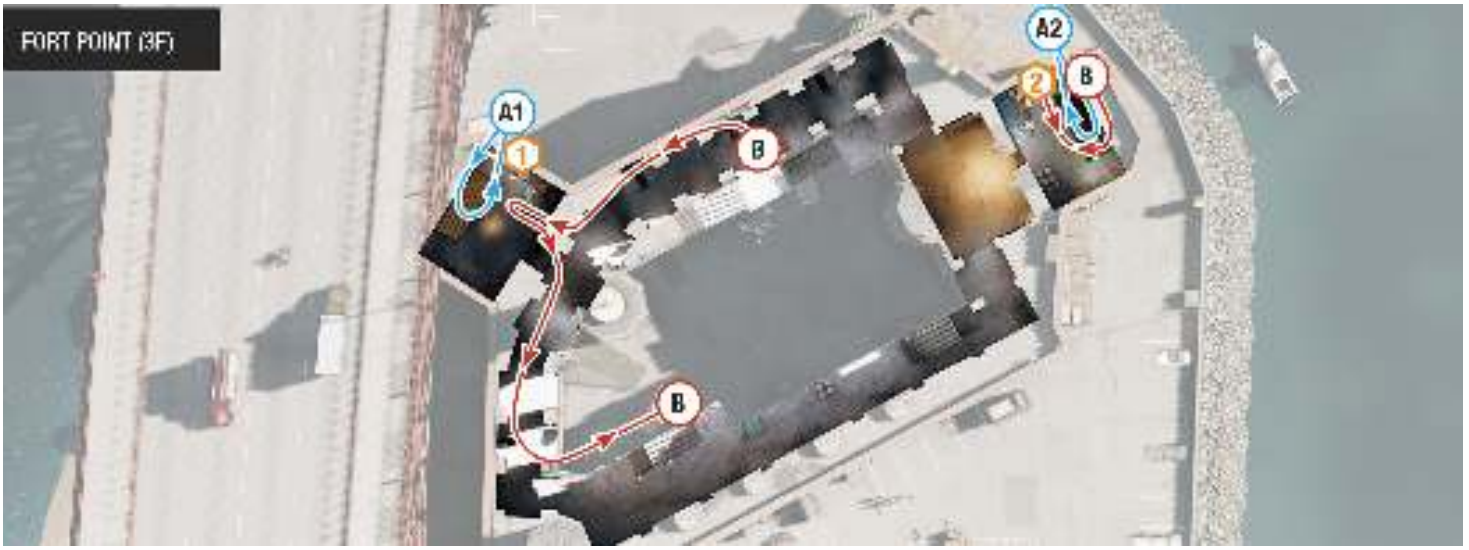
LOCATION

- **Fort Point**, **San Francisco**.


FORT POINT (EXTERIOR AND ROOF)
3
A2
A1
B2
A3
B1
2
4
1
5
START


FORT POINT (COURTYARD AND 1F)
A3
3
B7
4
A FINISH
B6





After you flee the apartment area, DedSec lets you know Josh is waiting to meet you to discuss the compromised voting machines, currently stored at **`Fort Point`**. Knock on the porta-potty he's hiding in, near the Fort, and you agree there's no time to hack these machines. Instead, a spot of explosive mayhem is necessary.

☰ Infiltration Points

Fort Point looks impenetrable, but it's one of the most porous locations you can infiltrate, assuming you're using the Quadcopter. Note the numerous open windows in the brick façade; use them to reach two of the objectives. Don't forget you can fly up and over the roof ramparts too! Finally, the building is comprised of four floors: the ground, two balcony perimeters, and a roof perimeter, with metal stairs on each side of the interior courtyard.

1 Main Entrance (South):

Tourists might enter from here, but that doesn't mean you have to! Though it's relatively easy to make an infiltration from here, the foes on the upper levels can sometimes be missed. Worried about stealth? Then enter from elsewhere.

2 Scaffold Towers (East):

An excellent location to begin your infiltration from. Use either tower on each side of the brickwork. You can reach the roof from either scaffold tower, as well as peer into the brick tower area where two of the objectives are; you can access one via an open window (using a drone).

3 Garage (North):

Watch for the motion sensor, which is triggered if you or the van moves. There's a cluster of foes near the ground floor objective close to here, so this is a high-trafficked cluster. It's better to escape from this location rather than infiltrate into it.

4 Scaffold and Window Hole (West):

Almost never used, this is accessed via a scissor lift and provides a hole for your **RC Jumper** to head through. A better plan is to place the Jumper on the roof after climbing the east scaffold tower, or use the Quadcopter.

5 Scaffold Tower (Southwest):

This is another scaffold tower that offers a possible entry and exit point. And if you're stuck on the roof, use this for a quicker getaway.

POIs and Objective Points

Come back here later for the key data (as it requires a lengthy Network Bypass to solve). Instead, learn where each of the objectives are and the preferred order to destroy them in. Note that you can blow up each cluster of voting machines using electroshock bombs (which are recommended, as the sound doesn't fully alert the enemy), explosive bombs, rapid-fire weaponry, and scenic explosions. Do not ram vehicles into the objectives, unless the vehicle has an explosive attached to it.

Access Key and Collectible

One of the two roof snipers carries the access key. The Quadcopter is the easiest way to hack him for it, though you can gather it during a stealth takedown, too. The key unlocks two doors on the second-floor balcony. Both are directly below objectives 1 and 2 and allow you to move up the northwest and east tower steps to reach the objectives. The collectible is on the crates on the roof's east side; easily snag it now or at your leisure.

Voting Machine Cluster #1 (Northwest Tower, Third Floor)

Access this via an open window from outside (Quadcopter), the third-floor balcony (watch for the motion lasers and hack the door), or the northwest tower stairwell from the second floor (hack the door after acquiring the access key).

Voting Machine Cluster #2 (East Tower, Third Floor)

Access this via an open window from the outside (Quadcopter), the third-floor balcony (watch for the motion lasers and hack the door), or the east tower stairwell from the second floor (hack the door after acquiring the access key). Note the third voting machine cluster is two floors down from here but is accessible only from the ground floor.

3 Voting Machine Cluster #3 (East Tower, Ground Floor)

Access this via the arches on the ground floor. Watch for the armored guard here, and step behind the barrels to access the machines.

4 Voting Machine Cluster #4 (North Courtyard, Ground Floor)

Guarded by two enemies, close to a parked van near the garage door, this is easily destroyed; however, leave this until last, as the foes spot the destroyed machines in an open area and know something is amiss. Note that it might take multiple bombs to fully destroy all the machines here.

PATHS TO COMPLETION

Feel free to enter via the parking lot entrance and start a firefight. But for more clandestine or cunning methods, check out the following:

A INFILTRATION UNSEEN

GHOST=0%, TRICKSTER=90%, AGGRESSOR=10%

RECOMMENDED

This allows complete destruction of the voting machines without having to physically step into the restricted area. Sit in your getaway vehicle, produce the Quadcopter, and fly it to the roof. Hack the guard with the access key. Then work your way down to each set of voting machines, starting with the highest. Fly over the head of the guard with the access key, so you're outside the fort structure **(A.1),** near the Golden Gate Bridge (west side). Then fly in one of the open windows, bypassing the motion lasers. Hack and explode the transformer vault or drop an electroshock bomb (so you can explode it without damaging the Quadcopter).

Fly out the window, then to the structure's east side **(A.2)**. Fly into the open window at the same level as the higher of the two objectives on this side, and destroy another set of machines (preferably using an electroshock bomb). Then fly out the window, up and over the battlements, and into the interior of the fort. The foes shouldn't have spotted you.

Fly down into either of the two ground arches on the east interior battlements **(A.3)**. Weave through the arches, ignoring the foe guarding the voting machines behind the barrels. Destroy them with a transformer vault explosion or electroshock bomb. Now fly out and up, away from any enemy's view of your drone. Hover over the last set of voting machines, in the main courtyard. Drop an electroshock bomb to finish the job. Then drive off, toot sweet!

Need more of a triumphant finish? Then drop an explosive bomb onto the front of the van parked inside the western part of the courtyard. Now remotely drive the van forward so it accelerates and explodes on contact with the last set of machines.

WARNING! VIOLENCE IS GOLDEN

Start exploding scenery, bombs, or killing foes remotely, and you're usually tracked down and shot at while still remotely controlling your drone. Be aware of foes heading your way if you decide violence is appropriate.

B GHOST IN THE MACHINE

Normally you'd use the ground entrance to explore `Fort Point`. Not this time; it's much less dangerous to subdue all foes starting on the roof and working down. Head to the scaffold on the structure's east side **(B.1)**, and climb it to the roof. Look west, and tackle the foe walking the ramparts; then move behind the foe with the access key, hacking and distracting as you approach. Feel free to gather the collectible at this point. Then use the metal stairs on the north side of the ramparts **(B.2)** to head down one level.

Head west to the first objective. Hack the door after removing the motion lasers, enter the room, and blow the machines apart using an electroshock bomb or vault transformer. Head back to the balcony, moving counterclockwise to the metal stairs on the south side of the interior **(B.3)**. Descend, hugging the outer banister so you aren't spotted, distracting foes if necessary.

Spin around and start working your way clockwise around the second floor. Pass the cannon and distract the two armored foes on the walkway. At the east end **(B.4)**, find a third foe if your timing is quick enough. Then hack and open the door in the east tower **(B.5)**. Climb the metal stairs in the tower (you're directly underneath the objective) and detonate the voting machines with an electroshock bomb. Backtrack to the stairwell in the southeast corner **(B.6)**.

Head to the ground floor, distracting and throttling the four foes still none the wiser in this area. Throttle them rather than tasering, as you don't want them waking up. Destroy the courtyard machines, then enter the left (northeast) archway **(B.7)**, to the final objective. Heading left ensures the waiting foe has his back to you (otherwise, distract him first). Throttle him, destroy the last set of voting machines, and leave.

Note that this is a great route for your `RC Jumper` to take, ignoring or distracting foes instead of neutralizing them.

BRIDGE CAREEN

Stand on the edge of the Golden Gate Bridge directly above `Fort Point`. Use the YourBoySerge rifle to snipe at all the foes you can see, and let your Quadcopter do the rest **(Path A)**. This is possible, but you need to race a bike from your starting point, out of the mission area, and then back into it along the pedestrian path at the bridge's edge. Use vehicle boost, or you don't get there in time. This makes escaping much easier!

Once you destroy the voting machines and escape the area, this operation concludes.

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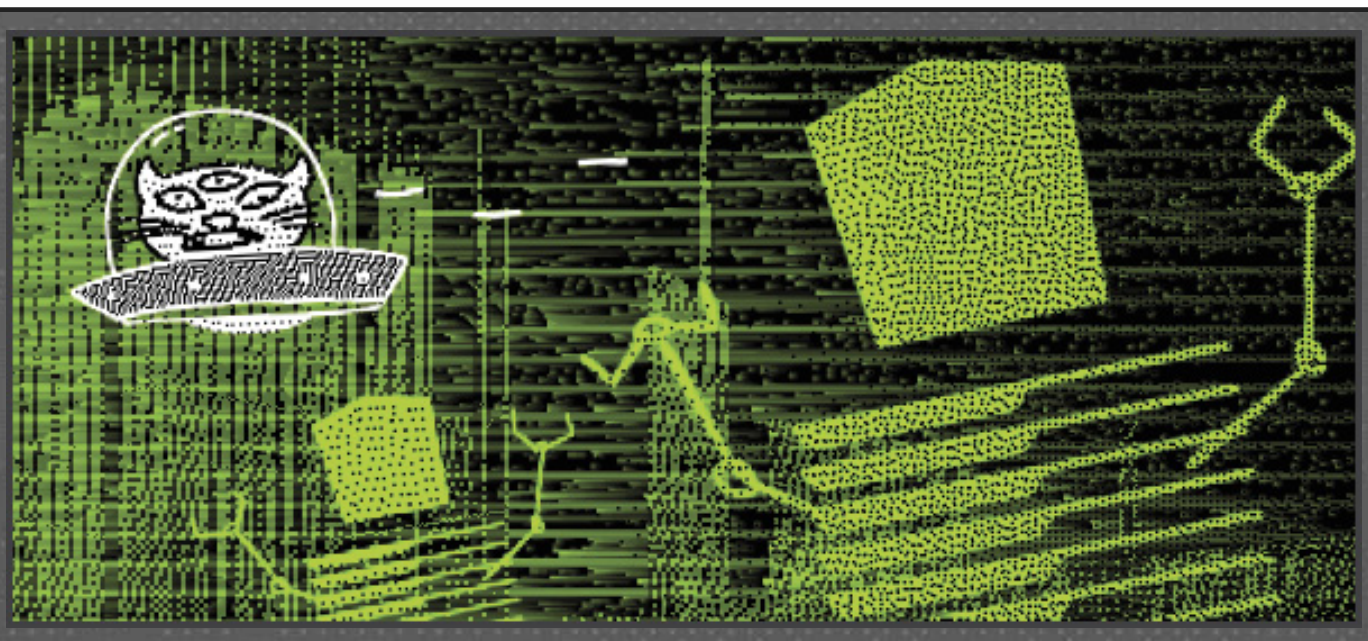
ROBOT WARS

Operation Overview



OBJECTIVES

- Meet Wrench at the garage.
- Reach Tidis repair depot.
- Ready Wrench Jr. for operation.
  - Gather 3 EMP parts (3).
  - Open the door for Wrench.
  - Plant EMP on Wrench Jr.
- Meet Ray near `Silicon Valley` sign.
- Reach the Tidis front entrance.
- Uncover the machinations at Tidis.
  - Detonate EMP in Server Room.
  - Download project files from server.
  - Explore Tidis prototype labs.
- Take control of the Spiderdrone.
- Destroy Tidis prototype labs.
- Destroy servers power supply.

DIFFICULTY

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ROBOT WARS

1. Operation—Drop the Baby

OBJECTIVES

- Meet Wrench at the garage.
- Reach Tidis repair depot.
- Ready Wrench Jr for operation.
  - Gather 3 EMP parts (3).
  - Open the door for Wrench.
  - Plant EMP on Wrench Jr.

DIFFICULTY

REWARDS

DedSec Followers: +36,000

BRIEF

DedSec plans to get inside Tidis proper and expose their secret programs, but to get past security, we need a plan and hopefully Wrench has exactly that.

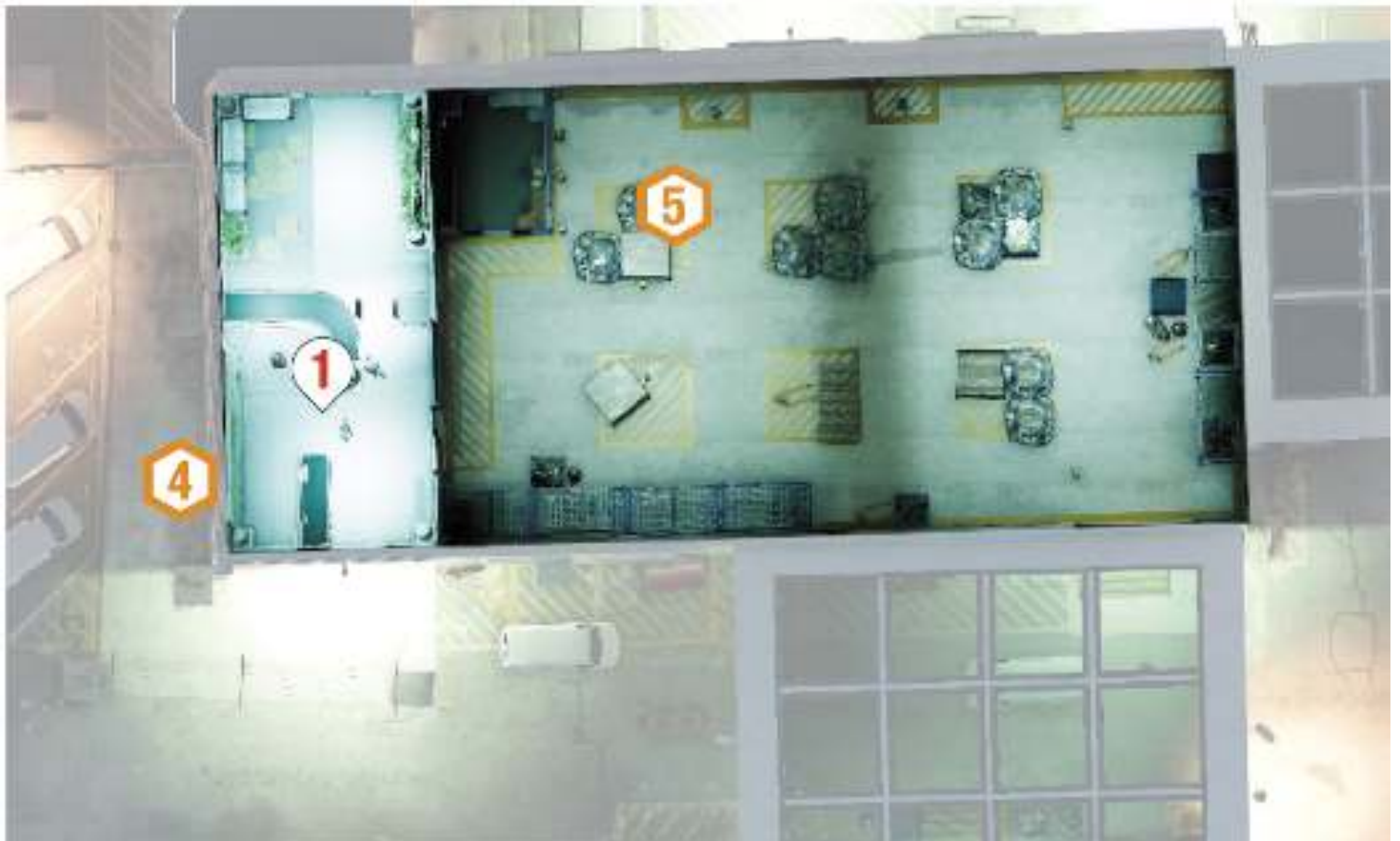
HOSTILES

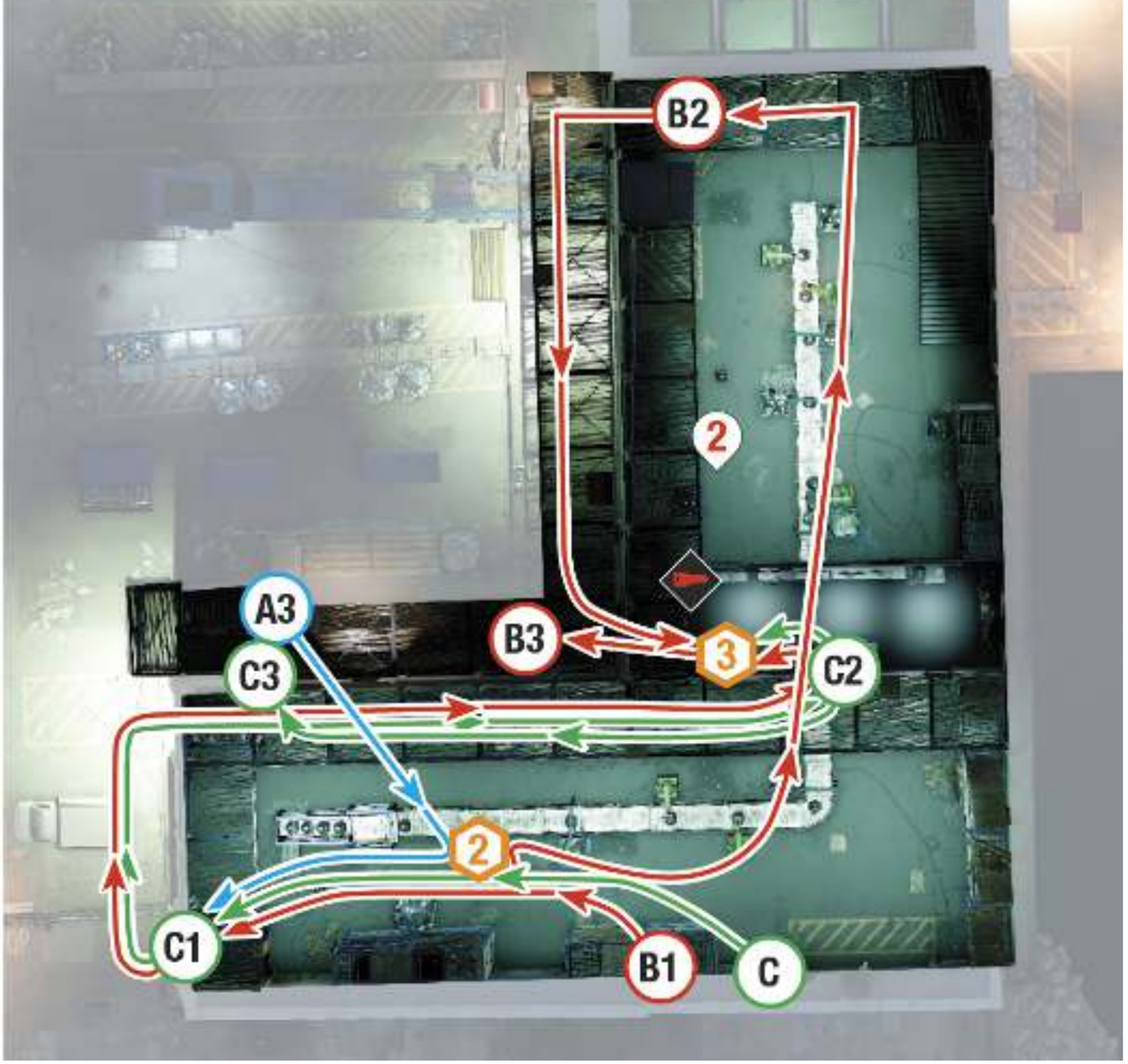
- Umeni Security Corps

LOCATION

- 1. Wrench's garage, two blocks west of South Park, San Francisco.
- 2. Tidis Robot Repair Depot, one block east of Bayview Rise, San Francisco.

TIDIS ROBOT REPAIR DEPOT(EXTERIOR)
START
1
2
A2
A1
6
3
3
1
2
B3
C3
A3
4
3
4
B1
C
5
START
START


5
1
4



Head to Wrench's garage, where Ray and Wrench have differing opinions on infiltrating the Tidis Corporation. After Wrench reluctantly agrees to hand over his baby (the robot Wrench Jr.) to be fitted with an EMP device designed to shut down the Tidis security long enough for DedSec to hack in, drive Wrench over to the Tidis repair depot and begin searching for the EMP pieces needed to prime the robot.

☰ Infiltration Points

1 Northeast Gate:

Unlock the adjacent CCT (behind the gate) to hack it, which has a well-armored guard patrolling the road beyond. Not the optimal place to infiltrate from, due to the high chance of being seen. Use the vent into the recycling warehouse to the right of this gate instead (and the **RC Jumper**).

2 Tidis Reception and Northwest Gate:

The gate requires that you unlock a nearby CCT, and the reception doesn't allow access into the grounds. The gate leads into the parking lot and yard, which is teeming with foes. Instead, take the metal perimeter stairs to the northwest.

3 Western Warehouse Roof:

Accessed via the metal stairs to the northwest or southwest, the entire western warehouse (which you can't enter) can be scaled. This is the premiere spot for raining death down on the foes, dropping grenades for reinforcement vehicles to drive over, and basically causing mayhem. It's also good for surreptitiously removing foes with a taser, though enemies can easily walk out of range and see you.

4 Southwest Gate:

Just like the others, this requires you unlock a nearby CCT and has metal stairs to reach the western warehouse roof. This is a better gate to infiltrate from, as you're nearer the objectives in the yard and inside the southeast conveyor warehouse. It's also easier to sneak over an **RC Jumper** from here, too.

5 Southeast Garage:

You need the access key to open this garage, but the adjacent vent offers immediate access into the southeast conveyor warehouse, where the key and two objectives are. This makes infiltration much quicker, and you're not easily spotted. Don't overlook this!

6 Eastern Waterfront:

This is another great place to circumvent the gates and enemies; you can swim in or creep up from the southeast garage to this jetty area and be inside the northeast gate. The east gate is unlocked; use it during stealth routes.

POIs and Objective Points

1 Reception Lobby and Recycling Warehouse

Along the northeast perimeter in the restricted area is the turquoise-windowed Tidis reception (your second objective is here), with an attached recycling warehouse (objective #3). There are numerous doors and ground vents in and out of this location.

2 Robot Construction Warehouse

Two EMP parts are located in this L-shaped warehouse in the southeastern part of the restricted area. There are eight doors on two floors, including garage doors; you can enter and exit from these, so study the map carefully. All require the access key, meaning you must use your **RC Jumper** or Quadcopter. Pilot either through any of the three ground vents. Note that if alerted, guards can open these doors, enabling access without the code. Also note the collectible under the covered area by the west gate.

Factory Yard

This area is large, open, and with around five guards and two robots to dodge or battle against, so don't remain here unless you want a protracted battle (as most reinforcements arrive via the gates if you're spotted, while some enter via the water). Head here only if you really must neutralize every guard. Note the collectible in the large dark green Tidis Dumpster, below the blue crushing conveyor belt.

Closed-Circuit Terminals (Gates x3)

Each of the three perimeter gates are locked using individual CCTs (found nearby). As it's easier to use one of the other methods to infiltrate this repair factory, only unlock a CCT if you want to flee via the parking lot. Otherwise, use the **RC Jumper** or ignore these completely.

Closed-Circuit Terminal (Research Point)

On the exterior of the L-shaped warehouse is a fourth CCT, which releases the access mechanism for hacking a small Research Point antenna on the building. This purely optional task can be done now, before, or after this mission.

Access Key (Southeast)

Inside the southeast building, above the main robot conveyor belt in the metal gantry cabin, is a laptop with the access key. It's much easier to send in your Quadcopter to hack this before you even step into the restricted area; then use the `RC Jumper` (or yourself) to gather it. This access key allows you to hack the doors and garage doors.

EMP Piece #1

The first EMP piece is outside in the yard, in a box of parts just south of the large dark green Tidis Dumpster (and collectible). Gather this using the **RC Jumper** or take it yourself.

EMP Piece #2

This piece is located on the ground floor, inside the conveyor belt warehouse, in a box of parts. Gather it using the **RC Jumper** or take it yourself.

3 EMP Piece #3

This is located on the upper floor, inside the conveyor belt warehouse, in a box of parts inside the metal cabin where the access code is. Gather this using the `RC Jumper` or take it yourself.

4 Reception Computer

Inside the reception office, creep in behind or neutralize the robot at the desk, then quickly hack the computer. This opens the doors to the recycling warehouse. You can do this only after gathering all three EMP pieces.

6 Wrench's Robot

Once you hack the computer at reception, Wrench bids a fond farewell to his robot, which you can easily reach via the now-open doors in the reception office. These lead directly to the recycling warehouse. Simply move up and interact with the robot to plant the EMP charge on it. Then leave via one of the three large garage doors you can now hack.

PATHS TO COMPLETION

A FINDING PEACE

This completes the infiltration with all enemies neutralized and `collectibles` gathered. Enter via Infiltration Point (IP) 6. Jump in the water to the left, swim to a ladder, and climb up to the guard by the northeast gate (IP 1). Throttle him after calling his phone or distract him using the explosive pallet (don't detonate it). Now access the eastern gate **(A.1)**. Confuse or power down the three robots patrolling the raised concrete area, the open recycling containers, and the yard; then claim the collectible.

Remain in the yard **(A.2)**, and sneak around to the interior (yard) side of IP 2. Use the crates and parked vans near the reception building (after neutralizing the reception robot); tase and then kill with suppressed fire the northwest gate guard and the three guards in the yard. Periodically look for robots to power down or confuse.

Reinforcements still shouldn't have been called. If you're lucky, the two guards inside the conveyor belt warehouse open the garage door **(A.3)** and look for you; use stealth and cover, then tase each before shooting them. This neutralizes all human foes. Now you can easily gather the collectible and EPM piece from the yard before entering the warehouse **(A.4)** and taking the two other EMP pieces. Technically, this is possible without even having to acquire the access code.

B FINDING PIECE

This is the quickest way to claim the access code and all three EMP pieces without even setting foot in the restricted area! Start by running around the perimeter of the Tidis buildings to reach IP 5. Using the `RC Jumper`, hack the vent and drive straight into the conveyor belt warehouse **(B.1)**.

A variation on this route is to start at IP 1, and drive the `RC Jumper` south through the recycling warehouse. Hack the two robots in the side yard, and enter the conveyor belt yard.

Neutralize the robot to the left, and gather the first EMP piece. Take the metal stairs to the gantry **(B.2)**; turn to face the metal interior cabin and jump the railing to the next gantry to reach the cabin door. Hack it, enter, and gather the second EMP piece and the access code. Need the access key? Jump vertically to see the laptop from the gantry, and hack it. Or, pass under the motion lasers on the gantry, turn left, and enter the unlocked, hackable door behind the cabin.

Exit via one of the upper doors out into the yard **(B.3)**. Scan the area for foes and drop down near the last EMP piece without being spotted. Then gather the EMP piece. At this point you can grab both `collectibles`, too.

C TAKEDOWNS CEASE

This alternative route allows you to gather all three EMP pieces and the `collectibles` without harming anyone (just confusing robots). Fly your drone through the vent at IP 5, to the cabin, and hack the laptop for the access code. Use the code to open the garage door at IP 5.

Step inside and gather the EMP piece from the ground-level box. Stay on the ground and creep west **(C.1)**, to the ladder left of the closed garage door. Climb it to the gantry way. Move to the cabin and use the door at the gantry's far east end **(C.2);** don't use the one on the north-south gantry, as there's usually a guard there. Gather the second EMP piece.

Then simply head back along the gantry, hack the door to the upper balcony, and drop down into the yard **(C.3),** ensuing no one has seen you. Gather the EMP piece (and `collectibles` with a bit of robot hacking). This also sets you up nicely for the next objective at the nearby reception lobby.

LET THE VIOLENCE INCREASE

Start a violent assault from IP 3, climbing the stairs to the ladder to reach the western warehouse roof. Here you can hack vans to back up into foes, trigger scenic proximity traps and explosions, rain projectile death down on enemies, and realize some of these enemies are well armored and need bombs or tasing to drop them. There will be reinforcements, so drop bombs just outside or inside the gates so their vehicles explode as they arrive.

Once you gather the three EMP pieces, Wrench is allowed access into the recycling warehouse via a hack of the reception office computer. After you plant the EMP charge on the robot and leave the restricted area, this part of the mission concludes.

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ROBOT WARS

2. Operation—Like Minds

OBJECTIVES

- Meet Ray near Silicon Valley sign.
- Reach the Tidis front entrance.

DIFFICULTY

REWARDS

DedSec Followers: +36,000

BRIEF

DedSec's about to infiltrate the Tidis building, but we're not going in blind. First we need to meet up and coordinate a game plan.

LOCATION

- 1. Silicon Valley sign, San Bruno Mountain, Silicon Valley.
- 2. Tidis Corporation building, Silicon Valley.

Drive up to the vista point just below the large Silicon Valley sign on the side of the San Bruno Mountain. Ray lets you know your task. Drive to the perimeter of the Tidis Corporation buildings, and you bring out your laptop. Wrench Jr. is ready to do his first infiltration outing!

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ROBOT WARS

3. Operation—Man Vs. Machine

OBJECTIVES

- Uncover the machinations at Tidis.
  - Detonate EMP in Server Room.
  - Download project files from server.
  - Explore Tidis prototype labs.
- Take control of the Spiderdrone.
- Destroy Tidis prototype labs.
- Destroy server's power supply.

DIFFICULTY

REWARDS

DedSec Followers: +464,000

BRIEF

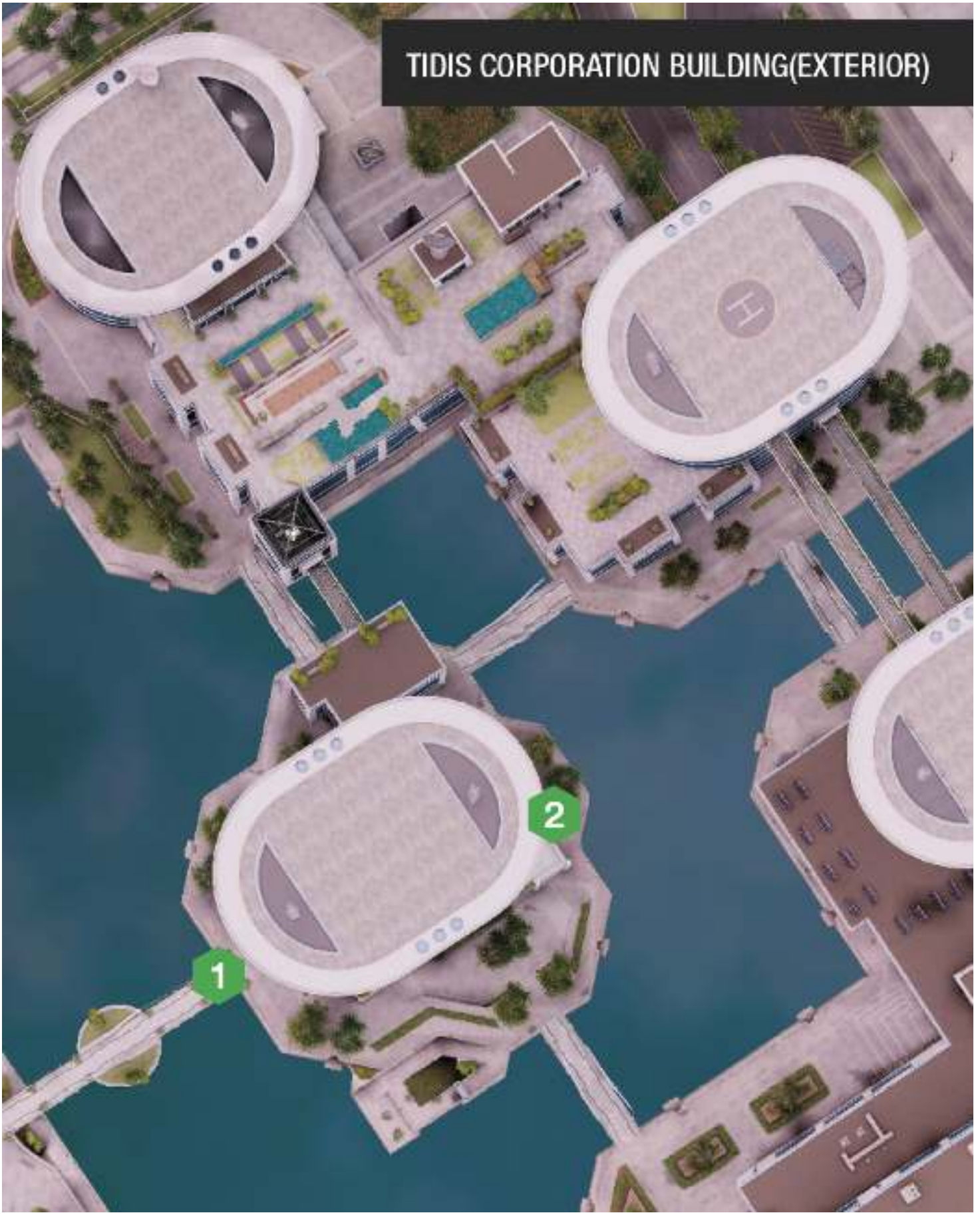
It's time for DedSec to crash Tidis's beyond-the-state-of-the-art robotics building and uncover their abuse of taxpayer dollars to create weapons of war.

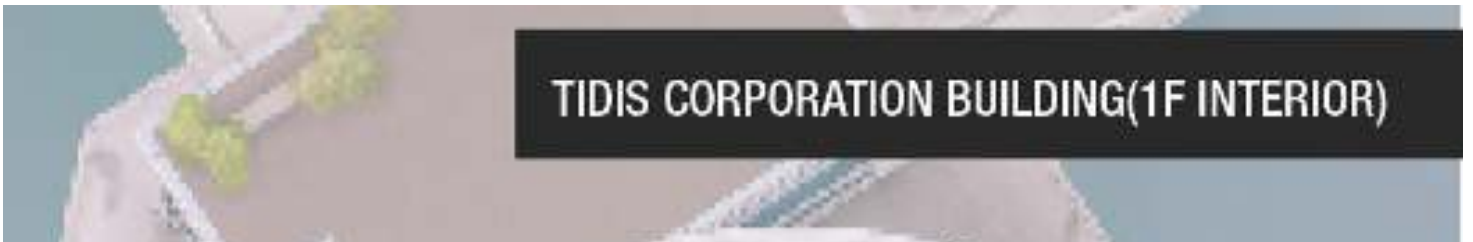
HOSTILES

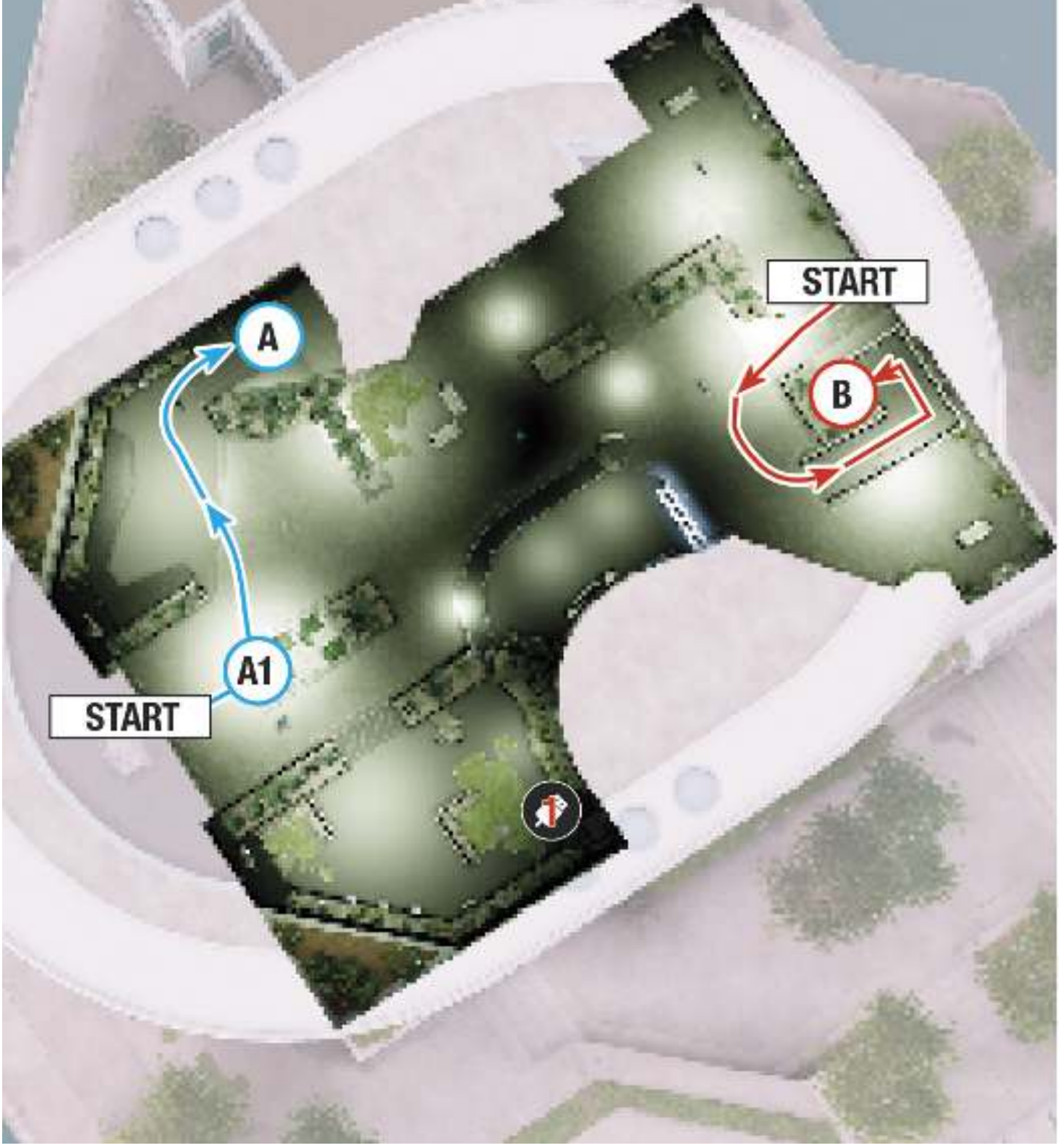
- Umeni Security Corps

LOCATION

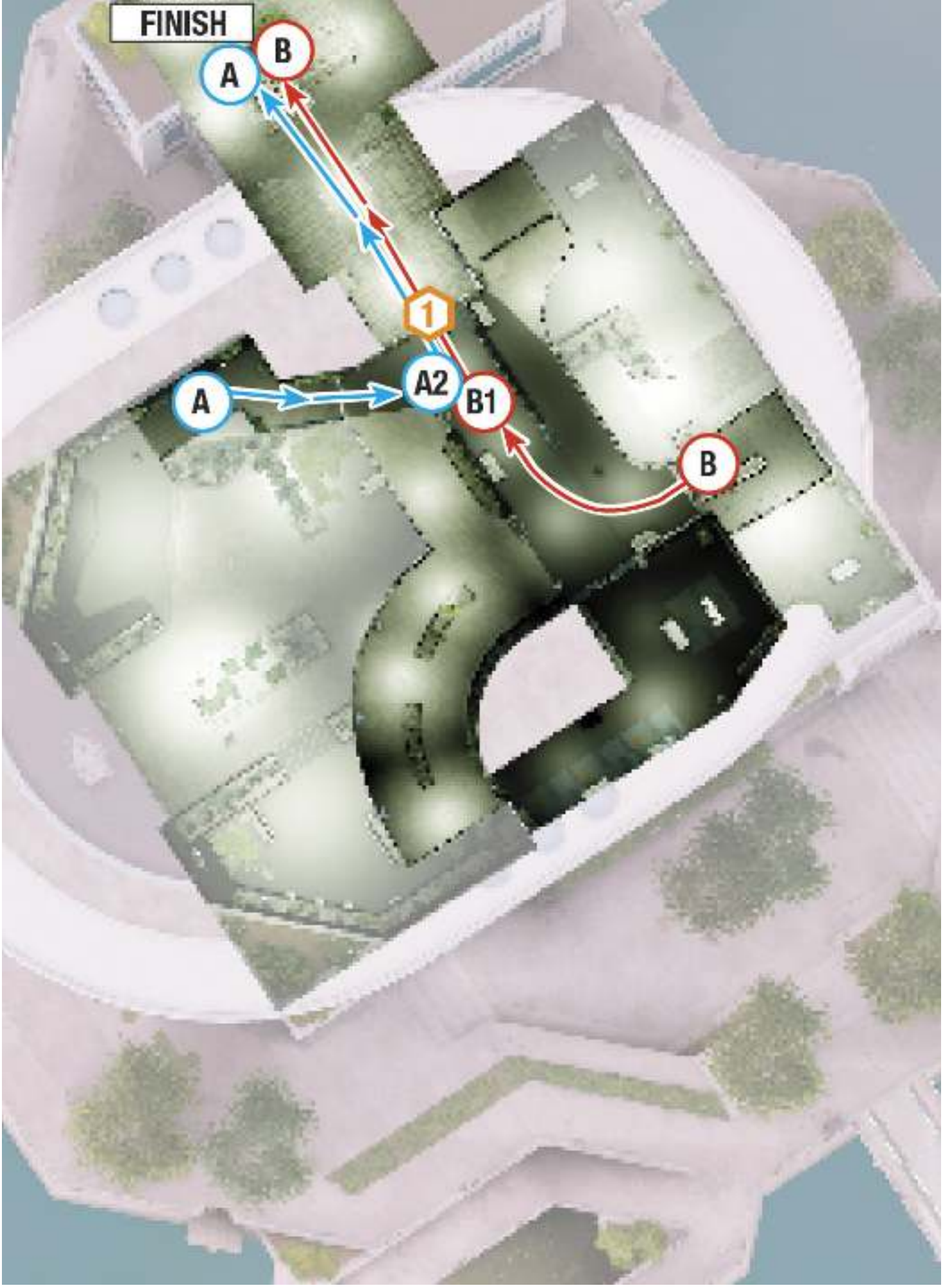
- Tidis Corporation building, Silicon Valley.

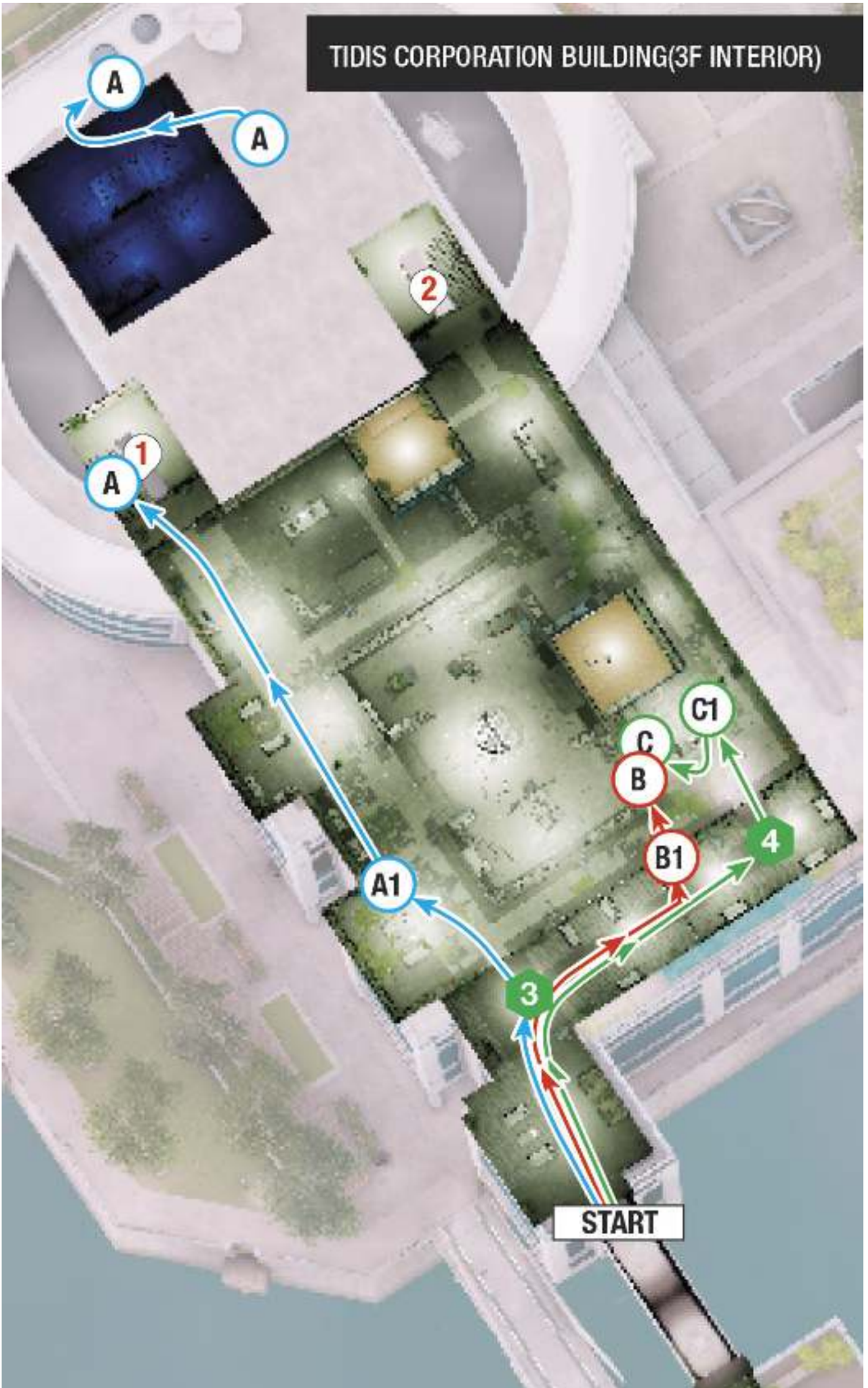

TIDIS CORPORATION BUILDING(EXTERIOR)
2
1

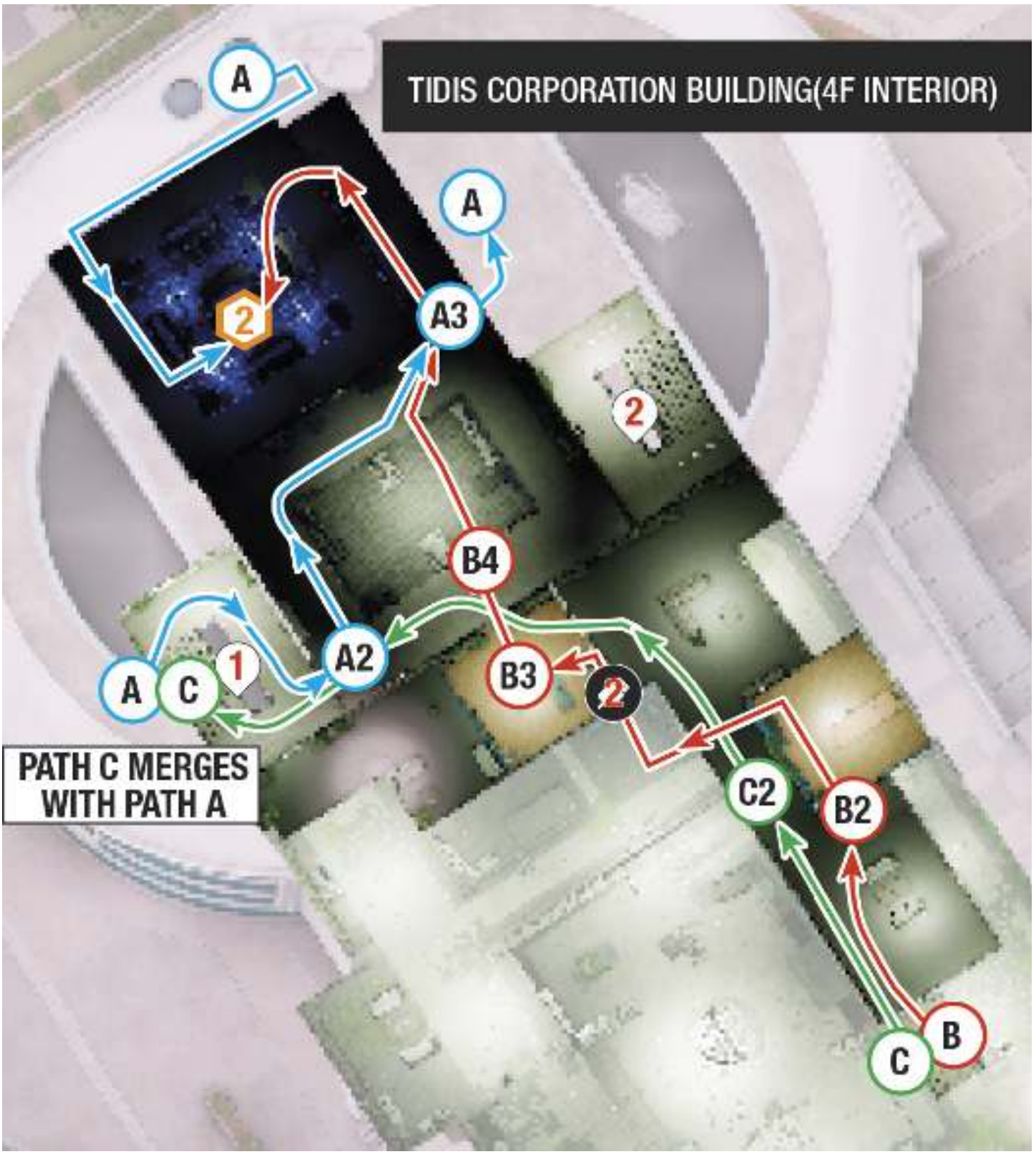

TIDIS CORPORATION BUILDING(1F INTERIOR)


START
A
B
A1
START

TIDIS CORPORATION BUILDING(2F INTERIOR)


FINISH
A
B
1
A
A2
B1
B

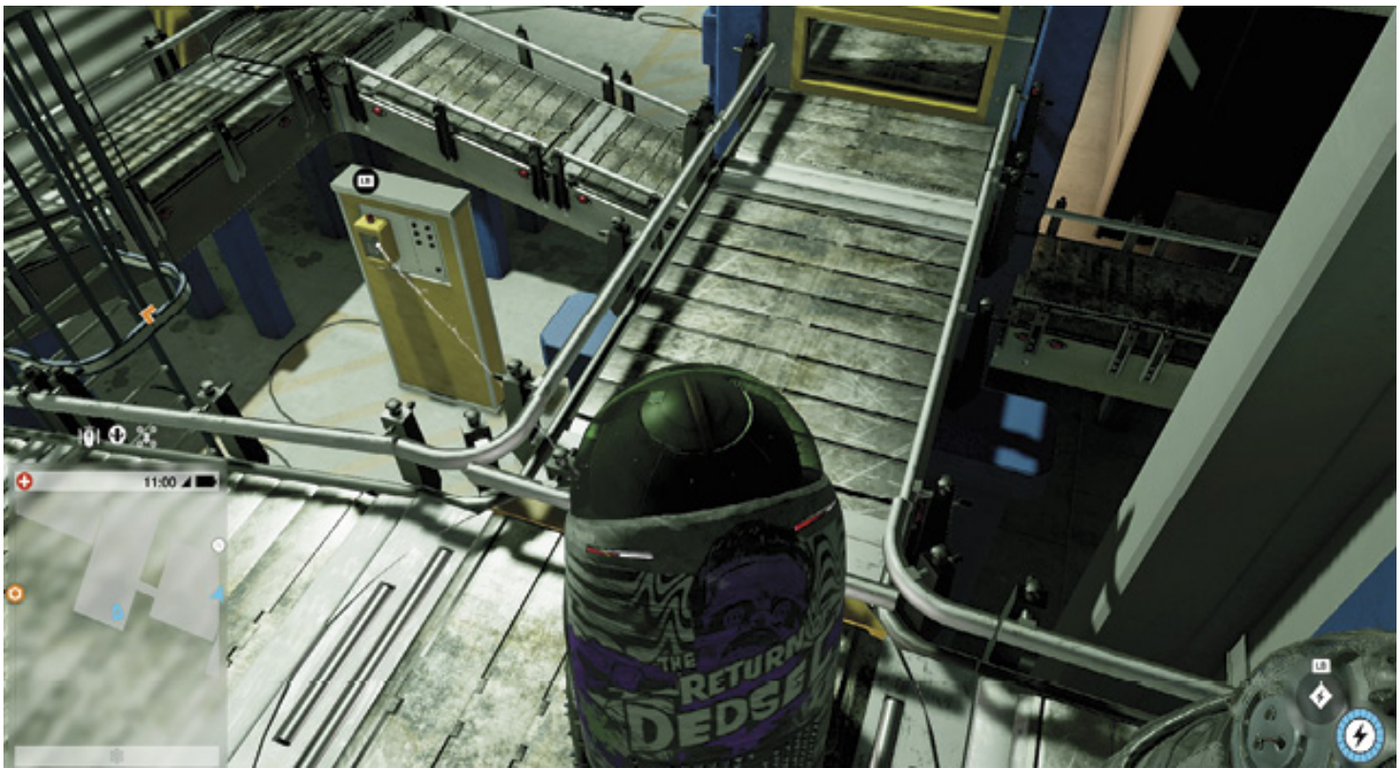

TIDIS CORPORATION BUILDING(3F INTERIOR)
A
A
2
1
A
C1
C
B
B1
4
A1
3
START


TIDIS CORPORATION BUILDING(4F INTERIOR)
A
A
A3
2
2
B4
A2
A
C
1
B3
2
PATH C MERGES
WITH PATH A
C2
B2
C
B

TIDIS CORPORATION BUILDING(5F INTERIOR)

Raise the garage door and trundle Wrench Jr. (who controls like the world's slowest **RC Jumper**) into a loading bay and onto the conveyor belt in front of you. Follow the belt left and into a machine room with robotic arms. Pass the first flap door. Hack the camera to locate a switch box. Flip the switch, moving both flap doors. This allows you to continue on the conveyor belt, past the second flap door, and into the next chamber.

Climb the ramp to the upper conveyor belt you can't drive onto. Then look down and left (or use the camera directly behind Wrench Jr.). This spins the conveyor pad, allowing you to drive onto it. Hack the switch again once you're on the pad, so the pad spins again, enabling you to drive along the upper conveyor belt. Head through two yellow doors; if the conveyor platform is lowered, raise it via a camera and switch. Drive onto the platform, lower it via the switch, and head into the next chamber.



Drive into the final conveyor belt room. Move left, passing the flap door. At the conveyor pad you can't drive onto, look for the wall switch on your left. Press it once, drive onto the pad, and drive Wrench Jr. to the queue of robots. Drive onto the conveyor platform, and locate a switch on your right. Press it to raise Wrench Jr. above the other robots, and drive off the end of the conveyor belt. Now turn left, hacking two sets of double doors to reach the server room. After positioning Wrench Jr. at the indicated server tower, release the EMP device. It works!

Now to infiltrate the building and secure the files from the server:

TIDIS INFILTRATION: LOBBY TO TECHNOLOGY WING

As you need to physically enter the facility to reach the technology wing, remote-controlled plans won't work, though a drone check can help you see what's ahead of you.

REMOTE CONTROL

You can pilot your RC Jumper or Quadcopter from the exterior lobby entrance, through the technology wing, up to the CEO's office, and to the elevator, without even stepping foot inside the Tidis building! However, you need to sit under the skybridge so your toys aren't out of range and you can't progress farther than the server room (as you need to be close to download the data). A better plan is to scout with your drones, then head in yourself.

☰ Infiltration Points

1 Main Lobby Entrance (Southwest):

The large sweeping lobby features a single guard and a robot on the ground floor and two more guards on the upper mezzanine. Note the gap in the windows above this infiltration point; this is a great spot to fly in your drone to lay traps or check out the area.

2 Rear Entrance (Northeast):

Run around to the rear of the front Tidis building. There is a robot patrol zone and back stairwell up to the mezzanine. This is another option, though neither offers a real advantage over the other.

POIs and Objective Points

Closed Circuit Terminal (Executive Office)

Next to the large lobby reception desk is a CCT that unlocks an executive office, which has little of interest to you. Simply ignore this.

Tech Wing Entrance

The hackable doors upstairs above the lobby, where one of the guards stands (to the northwest), is where you need to reach. Then it's simply a matter of climbing the stairs and crossing the enclosed skybridge to reach the tech wing.

PATHS TO COMPLETION

A LOBBY INFILTRATION

Enter via the lobby, immediately bringing down the guard patrolling the area (use the Tidis sign to hide behind at **A.1**). Throttle him from behind to minimize noise. Head to the main stairs (left of the lobby entrance) and check to see whether the guards are actively looking for you. If they are, hide and strangle as appropriate. If they aren't, head up the stairs, wait for the patrolling guard to turn away from you, and step in and melee-strangle the door guard. Distract or tase him as you ascend the stairs first, to ensure he doesn't raise the alarm before you take him down **(A.2)**. Then sneak and neutralize the third guard (distracting or tasing are also options).

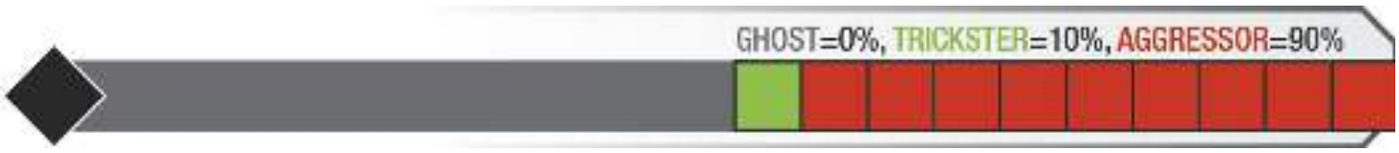
B LOBBY OBFUSCATION

If you're attempting stealth, the biggest problem is opening the mezzanine door (northwest) to reach the skybridge. Fly in your drone through the open window above the lobby doors (IP 1) or via the back doors (IP 2). Hack the mezzanine door so it opens. Then set up a trap at the nearby junction box **(B.1)**. Explode the box once the guard comes to inspect. Then enter the area, hiding to avoid the other guards, and head into the stairwell to the skybridge.

Another option is to remotely hack the robot and power it down. The sound of the robot shutting off alerts the guards on the mezzanine, and they head down to investigate. Meanwhile, you can climb the main stairs across from the lobby.

Another option is to enter via IP 1, tase the lobby guard, and quickly head up the main stairs (to the left), as the noise has caused the guard by the door to investigate. Neutralize him halfway down these stairs. If he hasn't moved, make a noise halfway up the stairs (such as a drone's "voice" or a taser shot).

LOBBY CONFLAGRATION



Cause a ruckus by the mezzanine door above the lobby, removing the three hostiles in the initial area. Then ascend to the skybridge, and perform violence as guards stream in from the tech wing. The narrow and enclosed bridge is perfect for dropping foes, lobbing grenades, and clearing the area. Then explore the tech wing (all the way to the CEO office) with only robotic foes to worry about. Using the taser on the bridge is great, as it incapacitates armored foes that could otherwise take a lot of bullet damage before going down.

TIDIS INFILTRATION: TECHNOLOGY WING TO SERVER ROOM

The skybridge leads to a north-south corridor, which has two double doors allowing access into the tech wing. This means infiltration occurs from one of these two areas. What you do inside the tech wing is where matters get more complicated.

☰ Infiltration Points

3 Main Doorway (South):

Just past the skybridge sofas is the nearest entrance into the tech wing. This allows you to venture into the tech wing's main floor, where there's a patrolling robot. Enemies are clustered ahead and right and above. Use this for less stealthy approaches into this area.

4 Main Doorway (Southeast):

Head past IP 3, through the corridor doors. There's a second doorway on the same main wall as IP 3. Note the ground vent, which is perfect for sending in your **RC Jumper**. This entrance leads to a meeting room and stairs up to the office with the CCT in it. On either side in the corner of this wing are stairs that ascend to the CEO office. In the far-middle (northwest) upper area is the server room.

POIs and Objective Points

Closed-Circuit Terminal (for Server Room)

A CCT is located in the blue-tinged IT Office and Repair office on “floor four” (one up from the entrance floor), which is patrolled by a guard. This CCT allows you to hack the locks on either of the doors into the server room. Path A shows you how to access the server without the need to unlock this CCT, which is close and well guarded.

Data Container (Server Room)

On the upper level, behind the IT Office and Repair and cubicles, is the server room (northwest) where your next objective is located. Either yourself or the **RC Jumper** can enter here, with or without accessing the hackable door locks at the CCT.

① ② Stairwells (West and North)

Found at the far left and far right of the tech wing are stairs that allow access from F3 to F4 (where the CCT and server room is) and F5 (where the CEO's office and elevator is). Note the signage on the stairwells indicating the floor you're on. The right stairwell is usually patrolled by more guards.

PATHS TO COMPLETION

A TIDY PATH THROUGH TIDIS

Use this path to reach the server room without being seen by foes or having to interact with any or having to access the CCT. Enter the main tech wing floor when the guard by IP 3 patrols to the right, heading up the side corridor to the northeast **(A.1)**. Hide by the left side area with the two sofas, waiting for the robot to pass (or shoot it with a taser). Then creep northwest toward the stairwell, stepping under the moving motion beam. Climb the stairs one floor, watching and hiding from any foes looking your way.

Hack the motion detector above the doorway on your left (or creep to the right of it), and enter the cubicle office adjacent to the server room **(A.2)**. Beware of a patrolling guard in this room and the nearby office with the CCT. Creep around the cubicles to the server room wall, then around and down the corridor with the server room to your left. Hide by the rear (locked) server room doors.

Produce your `RC Jumper`; you're about to circumvent the need to unlock the CCT. Drive the Jumper back down the side corridor, immediately opening and heading into the ground vent to your left **(A.3)**. Follow the AC duct down to an area directly below you, hacking an exit vent to reach this narrow crawl space area. Check the right (northwest) wall for the sign reading "Server Room Air Intake" and open the vent under it.

Drive the `RC Jumper` into this intake duct and take it to the exit vent. Hack that and enter the server room. Hack the data container. You're on the other side of the locked door, but the download is still accessible. Leave the `RC Jumper`, retracing your steps to the stairwell—watch for that motion detector under the doorway again!

Climb the stairs **(A.4)**, distract the guard outside the CEO's office by hacking the door and then his phone, and creep to the elevator.

B A TRUNDLE THROUGH TIDIS

This allows you to hack the CCT cunningly, before physically heading into the server room. Start by throttling the guard at IP 3, then move to IP 4. Produce your `RC Jumper`, open the vent **(B.1),** and drive it into the tech floor and up the stairs to the left of the AI Discussion room. Bounce up the tall planter by the upper office **(B.2)**, onto the office's metal roof.

Drive onto the Ethernet cable tray "gutter" (the empty metal gutter), heading southwest and then northwest, onto the roof of the IT Office and Repair with the CCB in it. Open one of the four roof vents as you arrive **(B.3)**, then wait for the guard below to head into an adjacent office or turn away from you. Drop through the ceiling vent, quickly hiding behind the desk, and hack the guard's phone to distract him while you unlock the CCT.

Then use the Jumper to trundle into the cubicle room **(B.4)**, avoiding another guard, and then open the now-hackable doors to the rear right. Enter the server room, and access the data container. However, the download is out of range!

Not to worry; leave the Jumper where it is. As Marcus, head back to IP 3 and cross the tech floor; deactivate the robot and move the laser at the left stairwell door. Ascend to F5 and enter the CEO's office by distracting the guard and throttling him. Then stand in the middle of the CEO's office; you're directly over the server room, so the download starts and you're feet away from the elevator you need to reach next!

C TAKEDOWNS THROUGH TIDIS

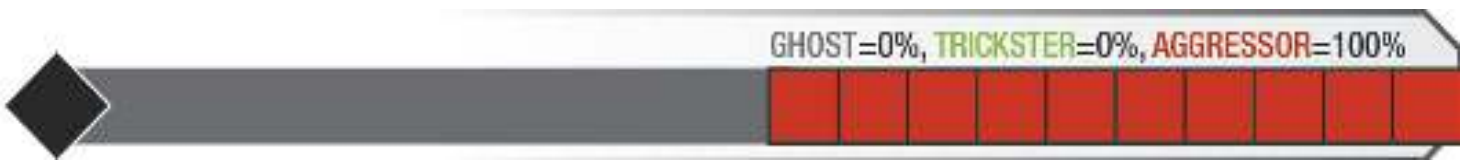
Removing all human guard threats is not only possible, but also encouraged, as it allows you to progress without fear of reinforcements (as long as you don't hit any motion detectors or lasers). Use the "distract, tase, and suppression execution" plan so no one wakes up afterward. Begin by throttling the guard at IP 3. Head up to IP 4, and enter the tech wing.

Remain on the lower level, stepping to the right side of the AI Discussion meeting room by the metal steps **(C.1)**. Tase the guard near the wall motion detector (when he stands near the fire extinguisher on the wall). Then tase the subsequent guard who runs over to wake him up.

Head up the metal stairs and tase the guard patrolling the catwalk and Calm Pool meeting room **(C.2)**. Check the IT Offices and Repair for the armored guard. Drop him on the catwalk but not in the office, as the guard in the cubicle room near the servers may see you. Then remove this last foe, ignoring the robot on this floor. Remember there's a guard on F5 in front of the CEO's office; a quick peek out from cover and tase is all that's needed there.

As foes start waking up now (unless you used strangulation or suppressed gunfire), complete the objectives quickly.

TERMINATION THROUGH TIDIS

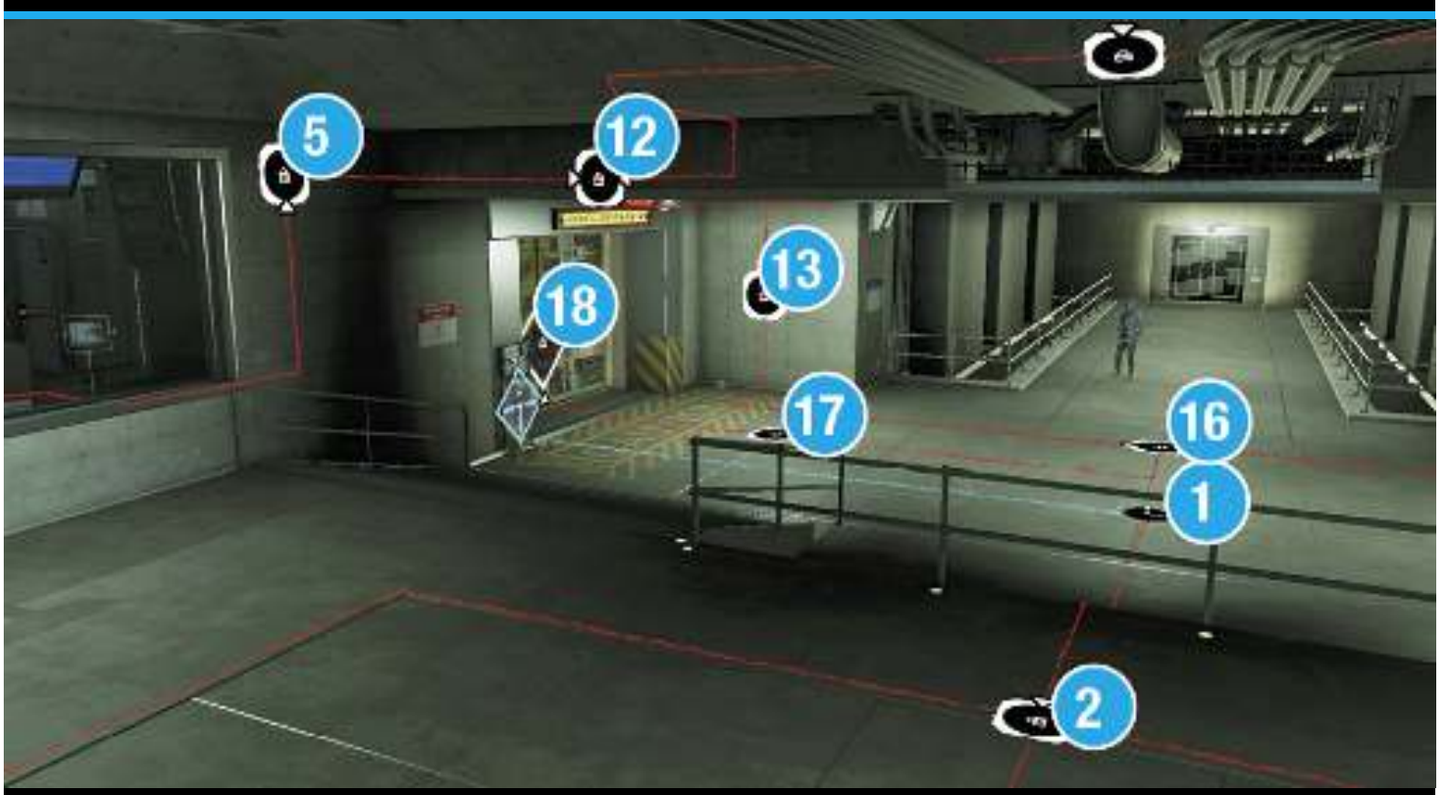


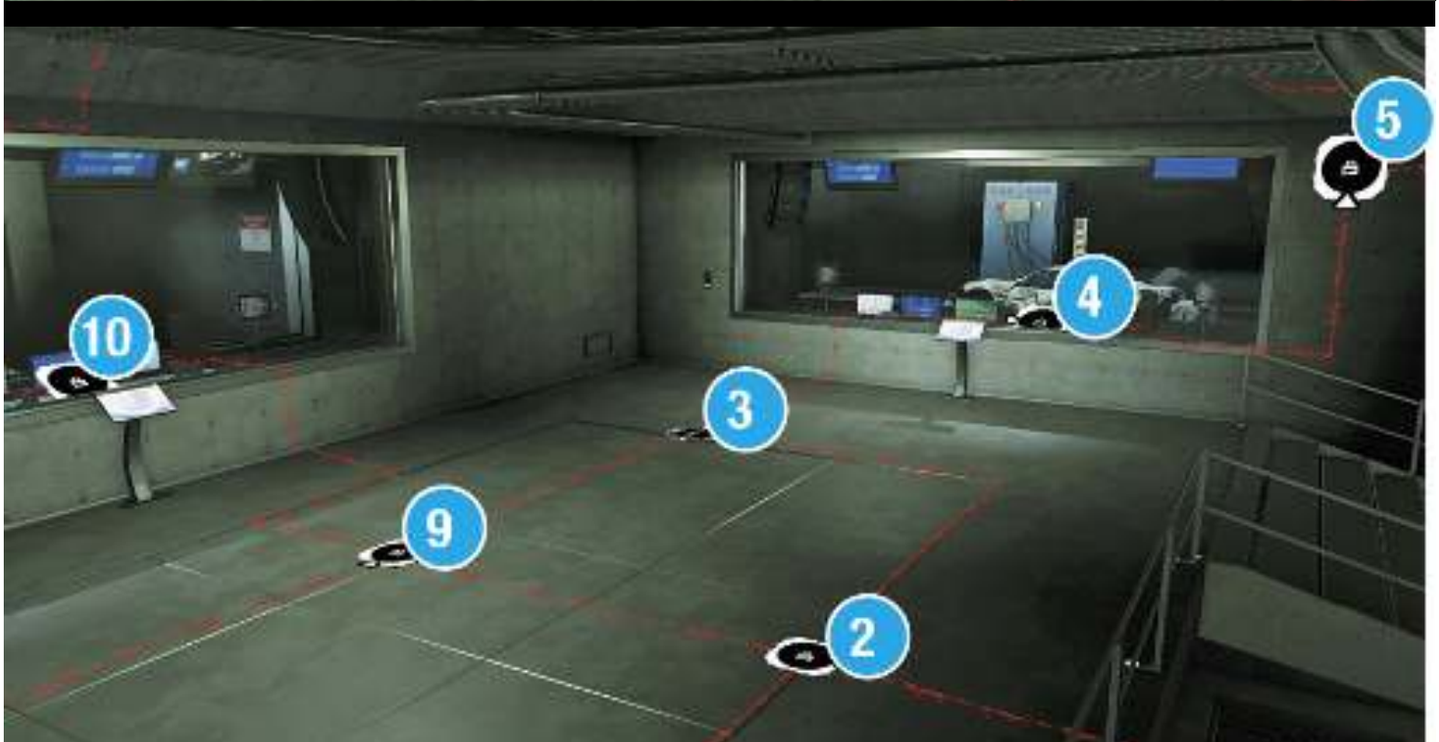
If your tactical stealth plans go very, very wrong, use either stairwell to dash up to the CEO's office, as enemies can only enter from the stairwell doorways on either side of the hallway. From the office, throw out explosives and make a stand; this chokepoint is easy to defend. Move to a stairwell and creep back down to mop up reinforcements.

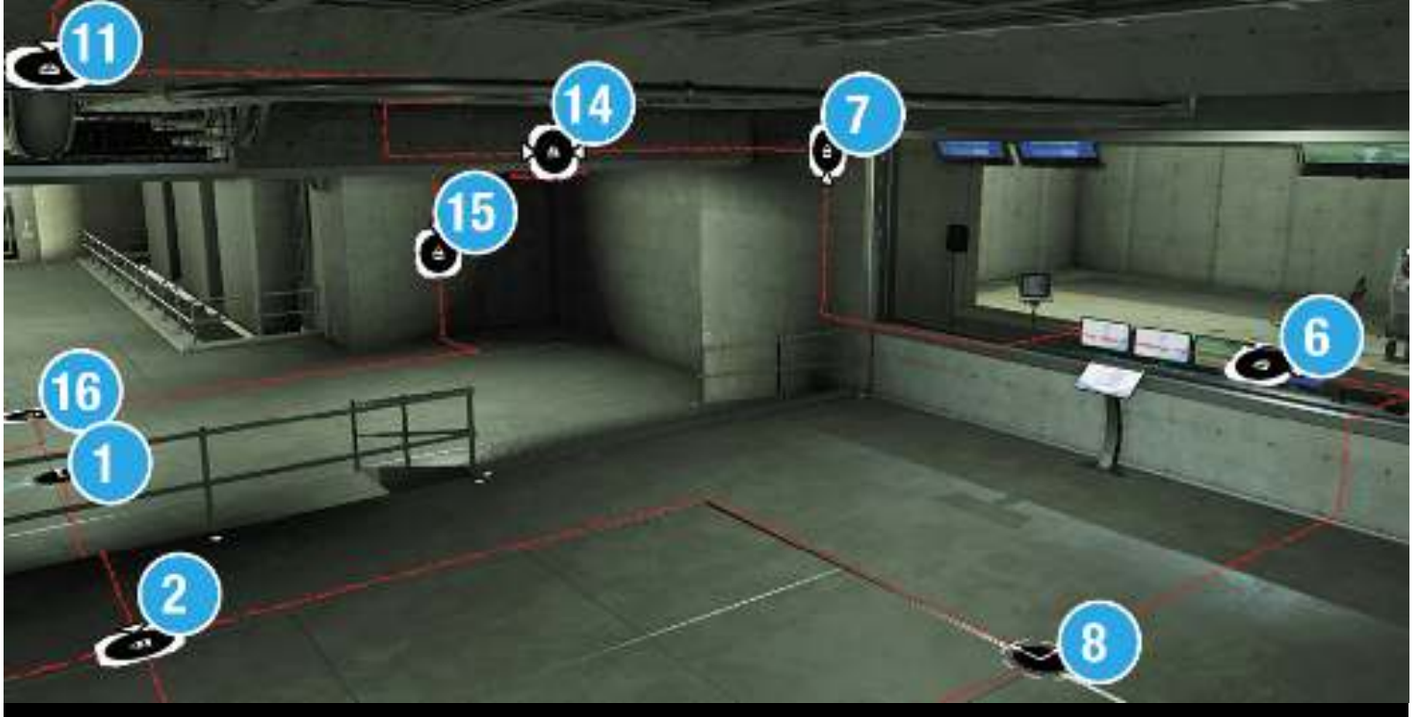
PROTOTYPE LABS EXPLORATION

Step into sublevel six after descending in the elevator from the CEO's office. You're in some kind of nuclear bunker/parking garage. Hack the router at the thick iron door, and a Network Bypass appears. To solve it, access the three display screen podiums. These reveal additional nodes to hack, as well as the robots Tidis has been building. Now solve the puzzle:

NETWORK BYPASS







1: Turn x2.

2: Unlock.

3: Turn x2.

4: Unlock. Turn x1.

5: Unlock. Turn x2.

6: Unlock. Turn x1.

7: Unlock. Turn x2.

8: Turn x3.

9: Unlock. Turn x2.

10: Unlock. Turn x1.

11: Unlock. Turn x2.

12: Unlock. Turn x1.

13: Unlock. Turn x1.

11: Turn x1.

8: Turn x1.

9: Turn x1.

14: Unlock. Turn x2.

15: Unlock. Turn x1.

12: Turn x1.

16: Unlock. Turn x2.

```
17: Unlock. Turn x1.

18: Unlock. Puzzle complete.
```

The doors open, and you find yourself staring at a fully operational Spiderdrone! Take control from the panel in the adjacent office. System online! Now to explode the five ducts in the “playroom”—a huge chamber where these **weapons** systems were tested, filled with concrete structures, cars, and foes—as part of your overall destruction of the prototype labs!

SPIDERDRONE CONTROLS

Think of the Spiderdrone as a massive, armored `RC Jumper` but with the following accoutrements:

- It will stick to walls and ceilings when you steer onto them. Jump to drop back down to ground level.
- It has a minigun with infinite ammunition, but it can overheat, so fire it in bursts.
- It has a projectile launcher, which fires about once every two seconds. Feel free to fire both **weapons** at once if you wish.
- It has taser pincers for close combat and other destruction. Use these to take down armored foes that are withstanding your minigun.
- Remember you can rush and boost forward, too, and jump. Use this to cover ground quickly or dodge enemy gunfire.
- The Spiderdrone is tough but not invincible; continue to complete objectives rather than fighting with the hostiles.

The plan is to destroy the five indicated duct wells in the demo room. Security personnel are there to stop you, but this only occurs if you stand in one spot and refuse to fire on the enemy. For the most part, ignore the hostiles, only neutralizing them if they’re in the way between you and the five objectives in this playroom. Note that some ducts (square-shaped and red) require you to leap onto a wall to get a direct shot at them. Punt two grenades into each to destroy it, or pepper it with about 5 to 6 seconds of minigun fire.

When you meet the first five objectives, the iron door to the north opens, allowing you into the three viewing chambers you just uncovered during the Network Bypass. Fight your way to each of them, pouncing on nearby foes with your pincers and blasting away at ranged enemies. Then pound on each prototype robot (which doesn't fight back) with all three attacks until it explodes.

Time to leave! Head south, back through the playroom to the shaft marked "Sublevel 6." Climb the shaft to Sublevel 3 and exit onto this floor. An iron door grinds open to reveal a giant generator room. Methodically rake and punt grenades at all the generator box clusters. There are clusters around the perimeter and in the middle of this room. Use pincers, too, if your minigun overheats. Keep up this methodical destruction until all the power supply generators are destroyed. This is straightforward, as long as you physically check that each generator sparks and looks wrecked.

After the mayhem, you escape Tidis, rendezvous with Ray and Wrench, and watch Sitara’s social media takedown of Tidis. The operation concludes.

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SHANGHAIED

Operation Overview

OBJECTIVES

- Meet DedSec at the Hackerspace.
- Investigate the shipping container near Bay Bridge.
- Leave the area.
- Meet Sitara's informant in Chinatown.
- Find documents in the safe.
- Leave the area.
- Reach the lighthouse in Marin.
- Hack into the barge.
- Hack the barge's admin terminal.
  - Find login for terminal.
- Find admin's password.
- Meet DedSec member at pier in Marin.
- Get to the barge.
- Steal the main server tower.
  - Use the terminal to locate the server.
  - Reach the server.
  - Move the server with a forklift.
  - Use the elevator to reach the top deck.
  - Wait for extraction.

DIFFICULTY

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SHANGHAIED

1. Operation—Spinal Tap

OBJECTIVES

- Meet DedSec at the Hackerspace.

DIFFICULTY

LOCATION

- Hackerspace (DedSec HQ), Mission Dolores Park, San Francisco

Head to the Hackerspace and speak to Ray. Josh has picked up some Chinese comments among the Blume code, and they're using their access to preclear a cargo ship landing at the port. In fact, the shipping containers have just been unloaded.

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SHANGHAIED

2. Operation—Down By The Docks

OBJECTIVES

- Investigate the shipping container near Bay Bridge.
- Leave the area.

DIFFICULTY

BRIEF

The Auntie Shu Boys are smuggling something in cargo containers and you need to find out what's inside them and what the Shu are up to.

LOCATION

- Docks south of Bay Bridge, San Francisco.

Reach the docks, and you discover the container you need to inspect is partly hidden by a second, mustard-colored container. Hack the crane and drop the arm down on the mustard container. Then lift it out of the way. Let's not drop it on your head, shall we? Access the container, and after a small scuffle, you realize the Auntie Shus are dealing in high-level human trafficking. The guy in the shipping container was a stock market analyst. Leave the area and secure a fast vehicle.

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SHANGHAIED

3. Operation—Chinatown Shuffle

OBJECTIVES

- Meet Sitara's informant in Chinatown.
- Find documents in the safe.
- Leave the area.

DIFFICULTY

REWARDS

DedSec Followers: +28,800

Laptop Bag Chinese

BRIEF

The Auntie Shu Boys are smuggling in the people with serious skills, and the reason why needs equally serious answers.

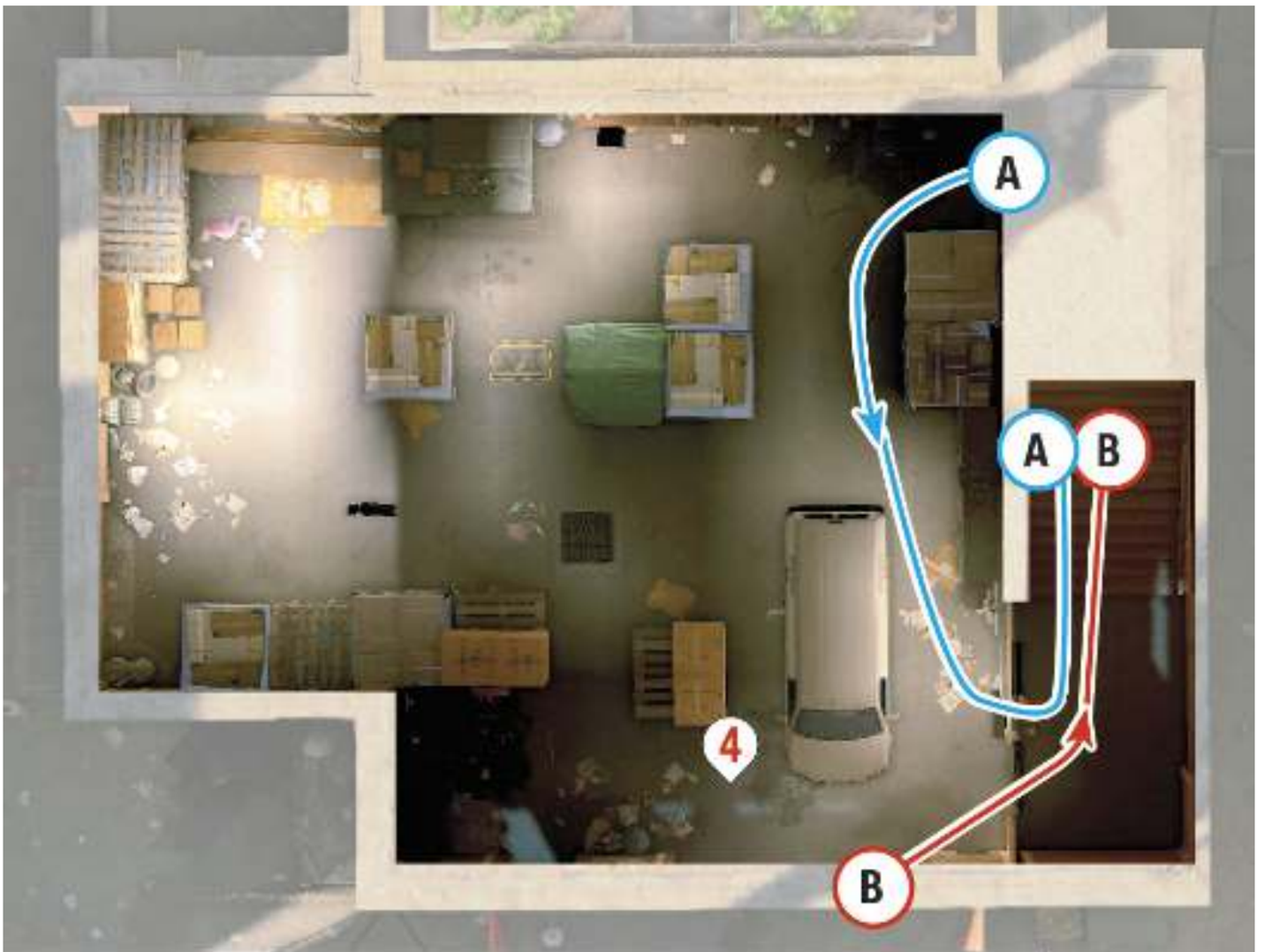
HOSTILES

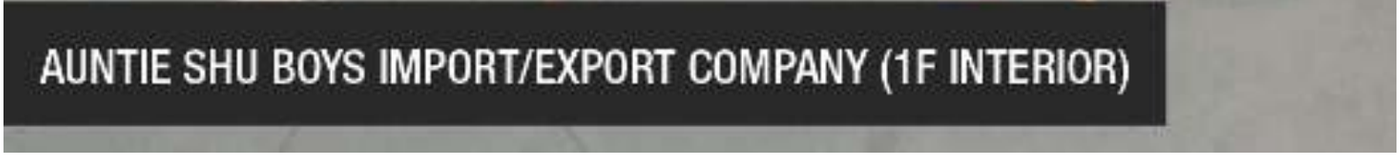
Auntie Shu Boys Gang

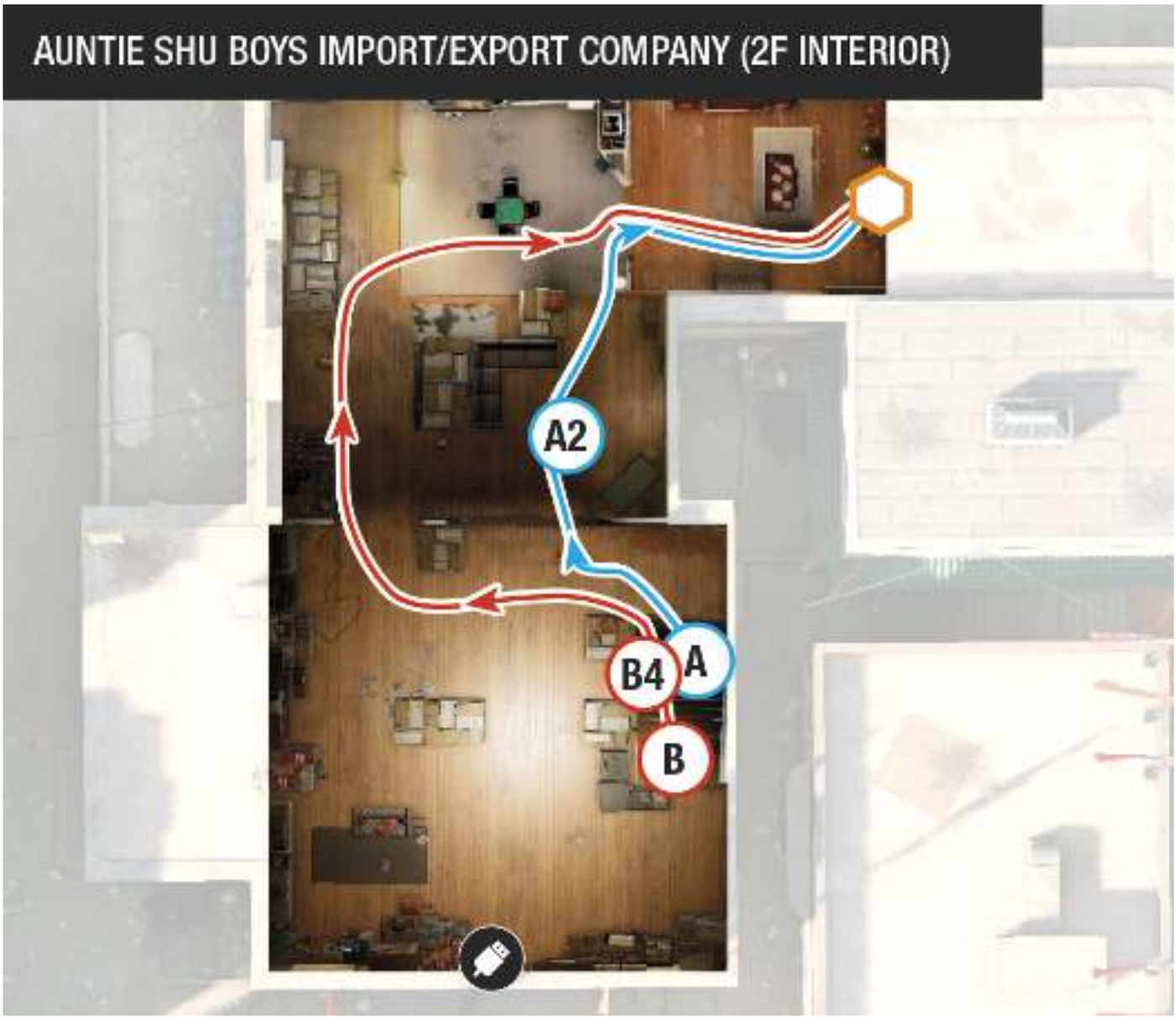
LOCATION

Auntie Shu Boys gang hideout (import/export company office), Chinatown, San Francisco.

AUNTIE SHU BOYS IMPORT/EXPORT COMPANY (EXTERIOR AND ROOFS)
3
1
A
A1
START
2
B3
4
B
B2
B1
2
4
3
START
1


A
A
B
4
B





Drive to the objective point where Sitara's contact guides you toward a nearby import/export company where records are kept. Time to infiltrate this safe house.

☰ Infiltration Points

1 Southeast Pagoda Alley:

This is a good route to the main yard area in front of the garage and is the usual place to begin infiltration. Park a vehicle by the smoking woman, near the pagoda roof, and climb onto the lower roof, up the ladder, and across the rooftops; this is excellent for an aggressive plan.

2 Eastern Lantern Alley:

Concrete steps near an ornate street lamp offer a hidden method of slipping into the narrow alley to the side of the garage. Note the vent behind the mesh fence. However, it’s difficult to aim at the foes once you head toward the garage, and there’s no way to reach the roof.

3 Northeast Import Office:

The Auntie Shu gang’s office is accessible from this location, but only after you unlock the door via the Closed Circuit Terminal which is inside the office (enter via the garage, ideally using the Jumper). However, if you create a disturbance, gang members sometimes unlock this door, allowing access. Note the ladder behind the concrete wall; use this to easily reach the roof and neutralize the foe up there. There's alley access, too, making this a great spot from which to enter or escape.

4 Western Salmon House:

The salmon-colored Victorian home adjacent to the restricted area has two possible infiltration points—the yard and the alleys (one with trash bags, the other a narrow alley near the ornate building with the foo dog statues). Note that you can climb the trellis attached to the salmon house; then you can use the ladder to the reach the house's roof. This roof offers great views over the restricted area and is an excellent sniping spot. You can also jump across to all the other rooftops surrounding the yard to get a better position. The narrow alley offers good views of the garage yard, but there's not much room to maneuver, and you can be easily trapped here if reinforcements arrive.

POIs and Objective Points

1 2 3 Roof Access

There are two ladders and a scissor lift within the yard, and all offer access to and from the roof. Use them if the infiltration is becoming untenable or you want the height to start aggressive sniping. You can actually reach the ladders and climb to the roof without alerting the guards if you're fast enough. You can move the scissor lift, too, though you're very exposed and easily shot at while you move the lift up and down. Instead, use the lift to cause a distraction.

4 Auntie Shu Garage

Aside from Infiltration Point (IP) 3, the only way to reach the objective is through the garage (beware of the dog, and guards from inside the office if you've previously made noise), either via the main vehicle door or the unlocked door to its left. You can also use the **RC Jumper** to maneuver in via a duct to the northwest. A hackable door in the garage's southeast corner leads to stairs up to the office, which has three rooms and four foes.

Closed Circuit Terminal

Inside the office on the south wall is a CCT, which is optional to hack, as the terminal only unlocks the exterior door in the northwest corner of the office (at IP 3). It's handy to hack (using Marcus or the Jumper) for a quick exit, though!

Safe

The rear office room (northeast) houses the safe with the documents you need. Hack the picture of Auntie Shu so it slides back, then physically unlock the safe or use the **RC Jumper**.

PATHS TO COMPLETION

A NO TROUBLE IN LITTLE CHINA

No interaction with the Auntie Shu boys is possible if you use the **RC Jumper**, enter the alley at IP 2, leap the mesh fence to your right (**A.1**; northwest), and enter the garage via the hackable ground vent. Scoot around the boxes, left of the van (ignoring the dog). Go to the open vent and take the stairs up to the office **(A.2)**. At the top of the stairs, distract the two Auntie Shu guards between you and the office; hop over the wall opening, and trundle into the office. Hack the picture so it slides open, and unlock the safe. Done without any bloodshed!

Another route is via the window vent at IP 3, which allows access directly into the office, across from the objective. This is a quicker infiltration. However, you are more easily spotted.

B SUPPRESSED FIRE IN LITTLE CHINA

Tasing and throttling (or distracting and throttling), along with a collectible grab, is possible; however, suppressed executions afterward allow you to remove all foes without them waking up again. Start at IP 1, venturing into the main garage alley and locating the three nearest foes **(B.1)**. Drop one with a taser, then the other two who investigate, depending on where they are; sometimes you can catch them all with a single electroshock grenade. Tase any innocents in case they run to open the garage door. If necessary, open the garage door first to distract your foes.

Shoot the three guards you just tased with suppressed fire. Open the garage door **(B.2)**. Zap the dog by hacking the vault transformer in the middle of the garage. Climb any ladder (the one above the Dumpster close to IP 1 is ideal) and ascend to the roof. Locate the foe by the AC ducts on the garage roof **(B.3)**. Tase and then execute him (or distract and throttle) before jumping north to gather the collectible. Return to the ground floor.

Enter via the main garage door, head up the interior stairs, and tase the nearest foe. Distract any others with a phone call, and tase them until you've neutralized all threats. Wait at the top of the stairs **(B.4)** and tase multiple foes; it's safer than heading into the office. Then complete the objective with zero reinforcements.

QUICK ACCESS IN LITTLE CHINA

Need to access the office fast? Then drop electroshock bombs from the Quadcopter to zap all yard foes, and you can use the Vehicle hack to hack the van in the garage and remotely drive it to distract your foes.

This usually causes such a commotion that foes from the office unlock the northwest door in their search for you; position yourself nearby so you don't have to access the CCT. Or, use the Jumper (or Marcus) to slip into the garage after drawing foes away from the area, and head up the interior garage steps into the office, and unlock the CCT if you need to.

BIG TROUBLE IN LITTLE CHINA

Ready for a turf war? Then climb the salmon Victorian building in the southwest corner of the restricted area. Make your presence known, and start raking foes with your **weapons** of choice (lay a bomb atop the ladder so foes don't flank you). Jump to the roof in the northwest corner of the restricted area, overlooking the locked office, and finish off the Shu Boys as appropriate. If they remain hidden, stride through the garage and up the interior stairs, dropping anything that moves.

After you gather the documents, leave the mission area. You relay the information to Sitara.

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SHANGHAIED

4. Operation—Nice View

OBJECTIVES

- Reach the lighthouse in Marin.
- Hack into the barge.
- Hack the barge's admin terminal.
  - Find login for terminal.
  - Find admin's password.

DIFFICULTY

REWARDS

DedSec Followers: +28,800

BRIEF

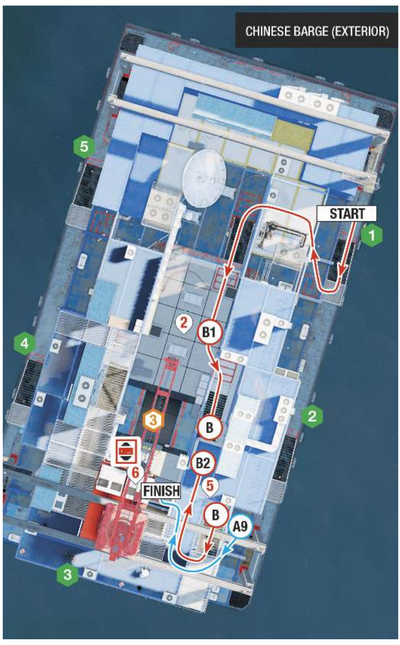
Locating that Auntie Shu barge is the easy part. The hard part is dragging it closer to San Francisco.

HOSTILES

Auntie Shu Boys Gang

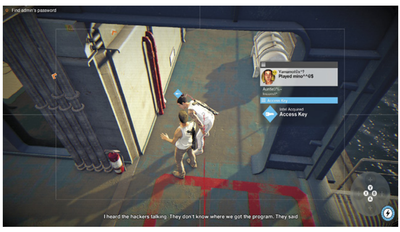
LOCATION

1. Point Bonita Lighthouse, Marin.
2. Chinese barge, Pacific Ocean.



Pinpoint the lighthouse on your map and drive there. Use the AC units and ductwork in the southwest corner of the lighthouse foundation to reach the objective point. After taking in the view and optionally gathering the adjacent collectible, hack into Blume's satellites, cycling through them until you spot the barge in the Pacific Ocean. Hack the barge, allowing access to all the remote cameras in the bridge deck.

Cycle through the cameras until you find the crew member with the access key on him; hack that using NetHack view. Cycle through the cameras to find the "moving" camera, which is attached to one of the crew members. Use this view, and when the crew member reaches the secondary terminal objective, hack to access it.



Hack the RC drone in the cargo elevator room. Use it to jump onto the barrels by the gnome, onto the AC unit, up a wooden ramp, and onto the mesh duct work above the elevator. Head east, into a metal duct, which leads to a crew's quarters. Hack the door to your left. This leads to an office where you can hack a computer for a password.

With these two subobjectives complete, all you need to do now is cycle through the remote cameras to the one overlooking the bridge. Hack the large admin terminal. DedSec hacks the fuel readout to make it look like the barge needs refueling. With the barge now heading closer to San Francisco, you can try to physically board it.

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SHANGHAIED

5. Operation—They're On A Boat!

OBJECTIVES

- Meet DedSec member at pier in Marin.
- Get to the barge.
- Steal the main server tower.
  - Use the terminal to locate the server.
  - Reach the server.
  - Move the server with a forklift.
  - Use the elevator to reach the top deck.
  - Wait for extraction.

DIFFICULTY

REWARDS

DedSec Followers: +542,400

Sweatshirt: East Beast

BRIEF

You want what the Auntie Shu Boys know? Try sneaking aboard the barge when it's close enough and stealing their main server, just for s#!ts and giggles.

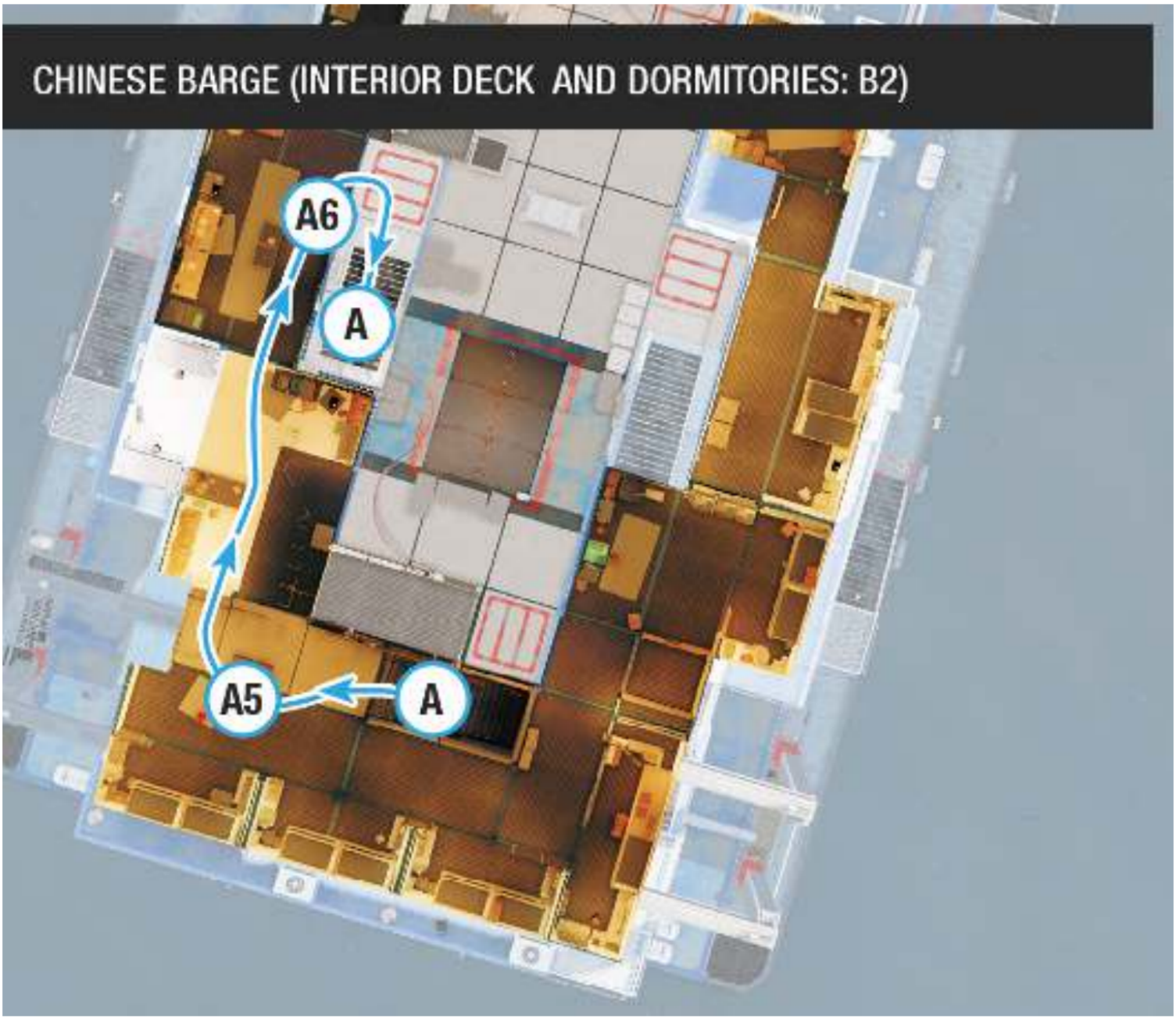
HOSTILES

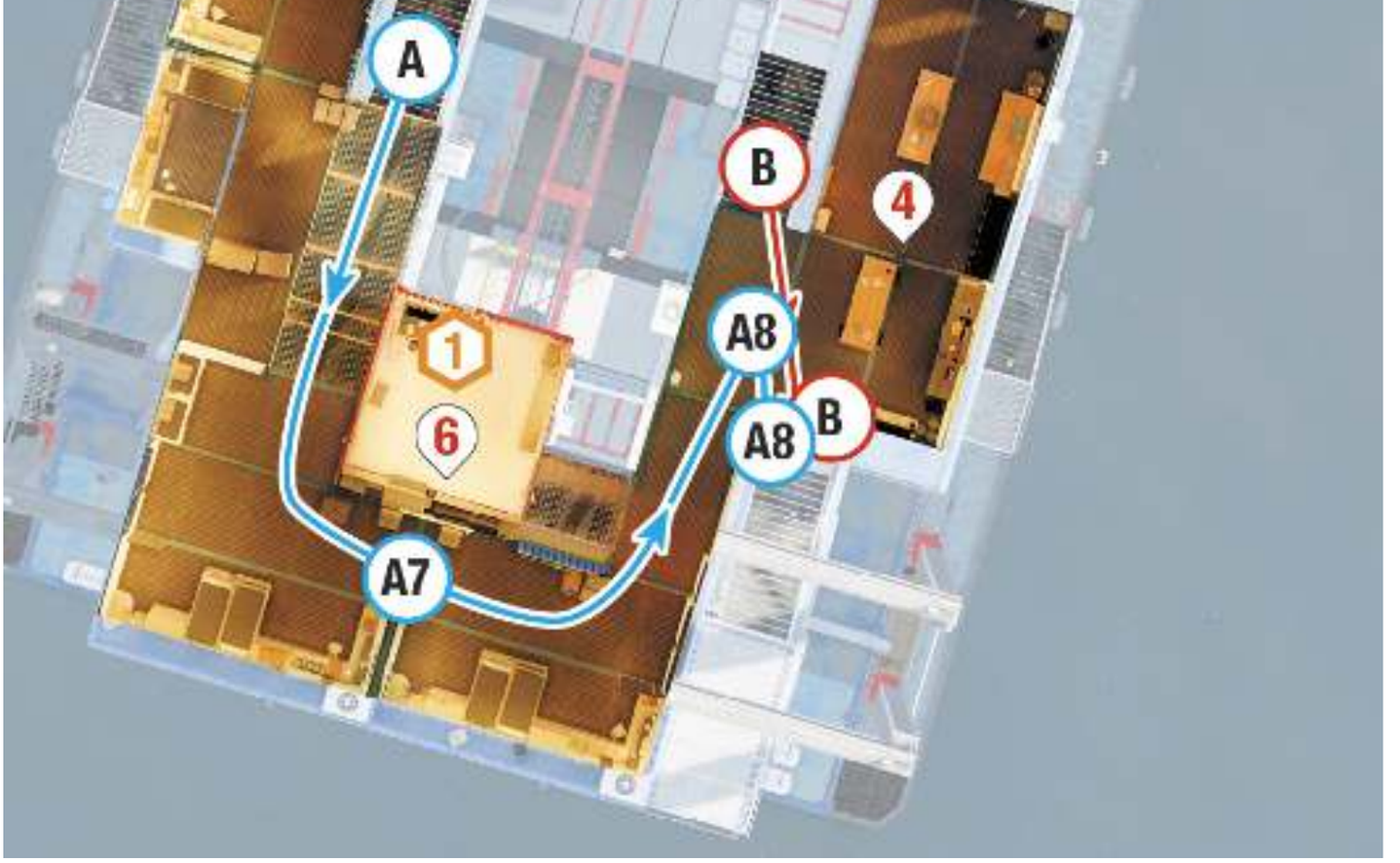
- Auntie Shu Boys Gang

LOCATION

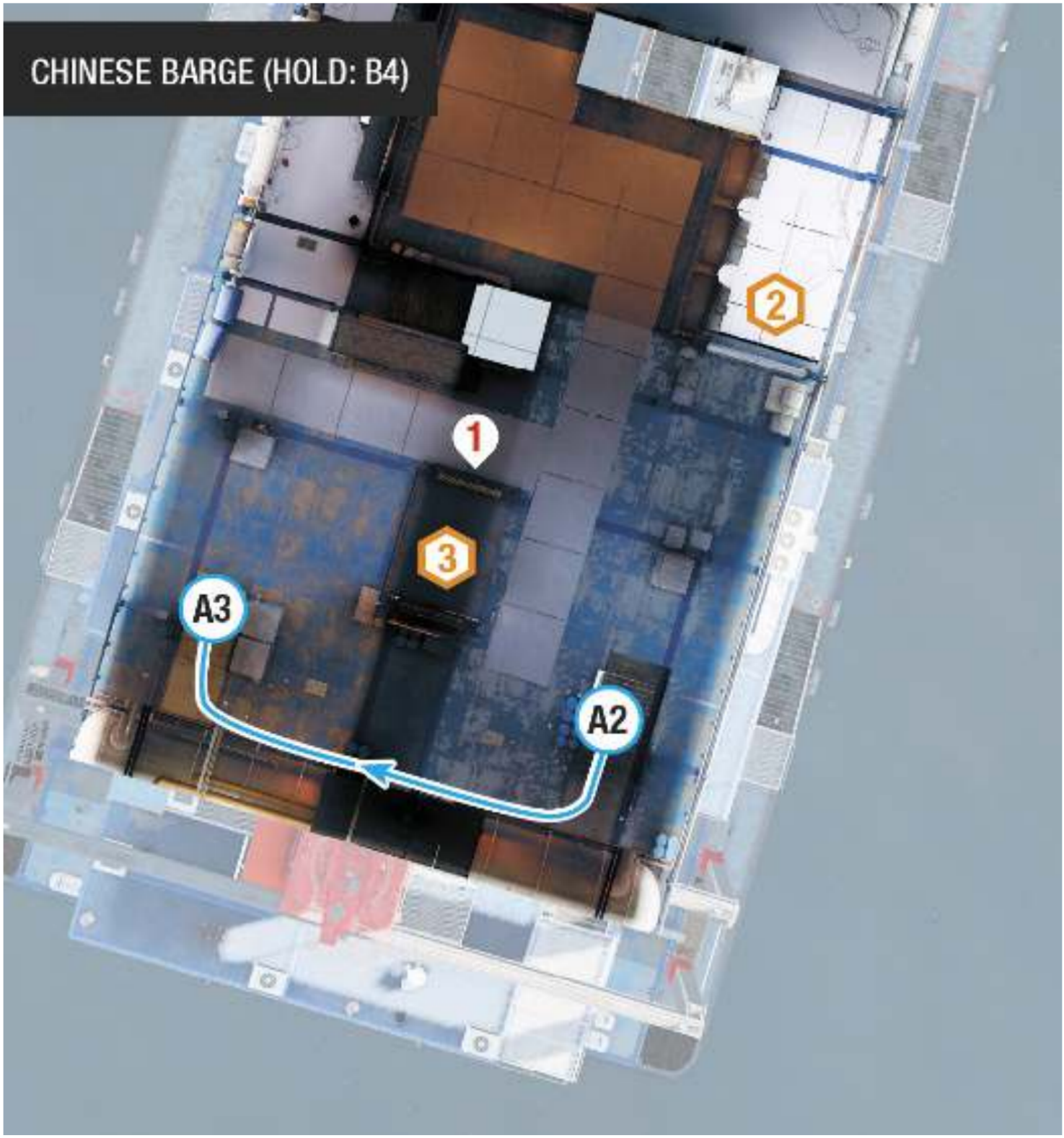
1. Small pier, east of Horseshoe Bay, `Marin`.

2. Chinese barge, off the coast of `San Francisco` Bay.





CHINESE BARGE (INTERIOR DECK: B3)



It’s a small trek to the pier where you commandeer a speedboat and steer it under the Golden Gate Bridge to the large barge in the ocean. Disembark and climb one of the ladders to begin this infiltration.

☰ Infiltration Points

1 **Infiltration Ladder:** The ladder closest to the mainland is where you should moor your boat, step across (with optional swim), and climb onto the boat. This is because you're close to the main upper deck stairs toward the center of the barge, as well as the side decks, which are ripe for sneaking around.

2 3 4 **Other Infiltration Ladders:**

Dotted around the edge of the barge are four additional ladders, giving you access to different areas of the boat. None are necessary to clamber onto, unless you want to make your own paths to completion.

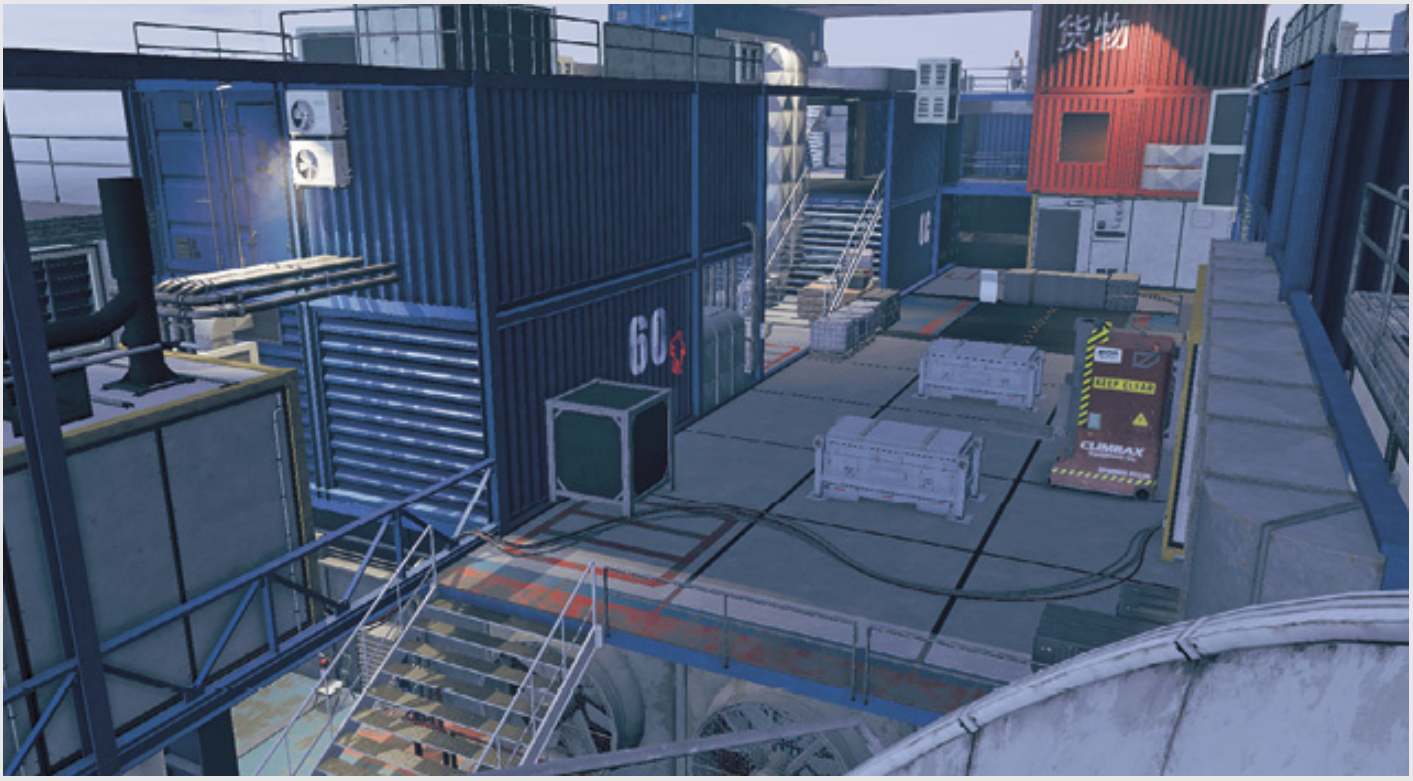
POIs and Objective Points

1 Hold (Below Deck)

Access this via the metal stairs on either side of the main deck or by the cargo elevator in the middle of the upper deck. Use this to quickly get from one side of the boat to the other. There are minimal foes here. Head here when you're ready to move the server to the cargo elevator.

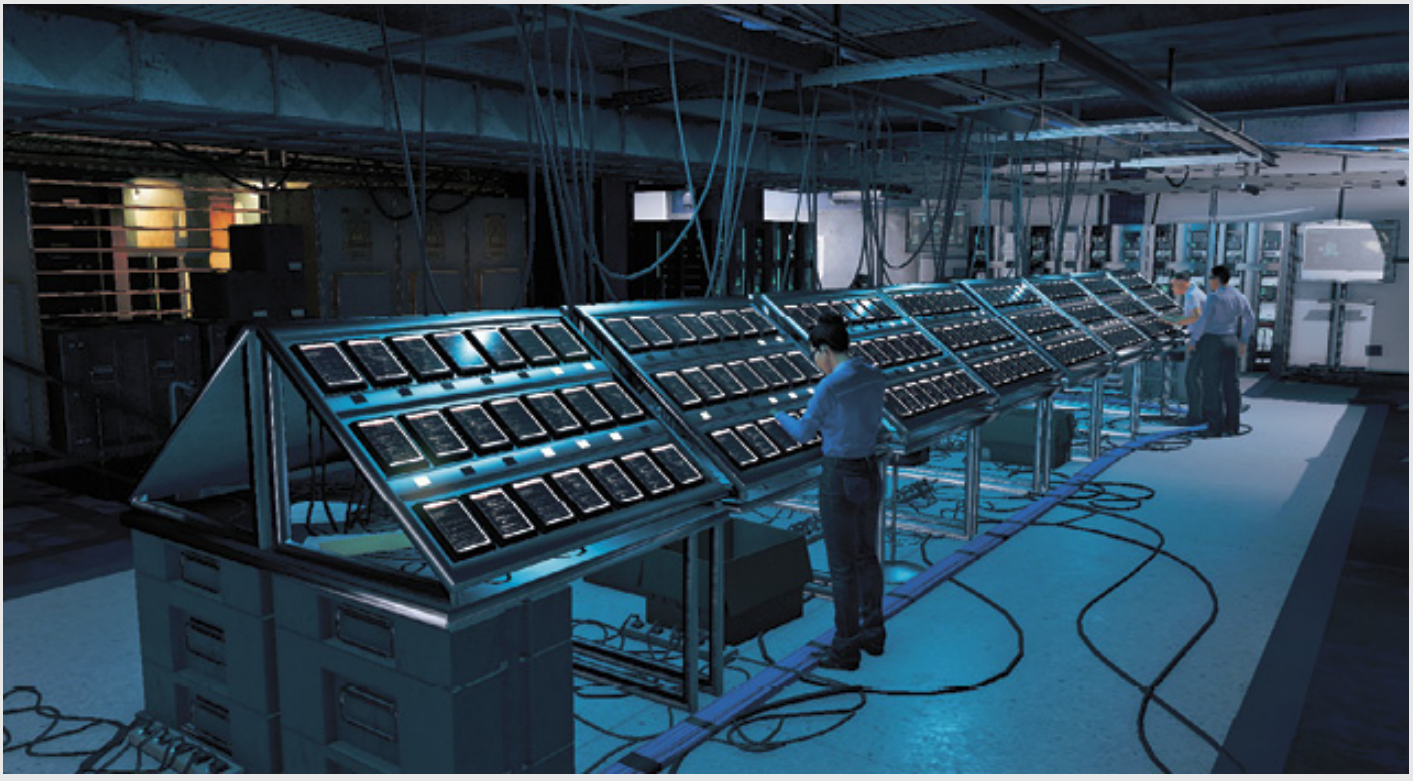
2 Stairs and Main Upper Deck

The open area has the majority of foes patrolling the barge and is the most dangerous area (unless you pass quickly through). You have to hide here during extraction, near the cargo elevator, which is in the center of this deck. The open-air metal stairs lead to the dormitory and a galley kitchen on the upper deck.



3 Bridge Room and Admin Computer

Below the upper deck is a bridge room with a Chinese captain (ignore him), along with the bank of tablets you used when hacking the stock market. You can ignore this area or use it as a pass-through to other areas of the barge.

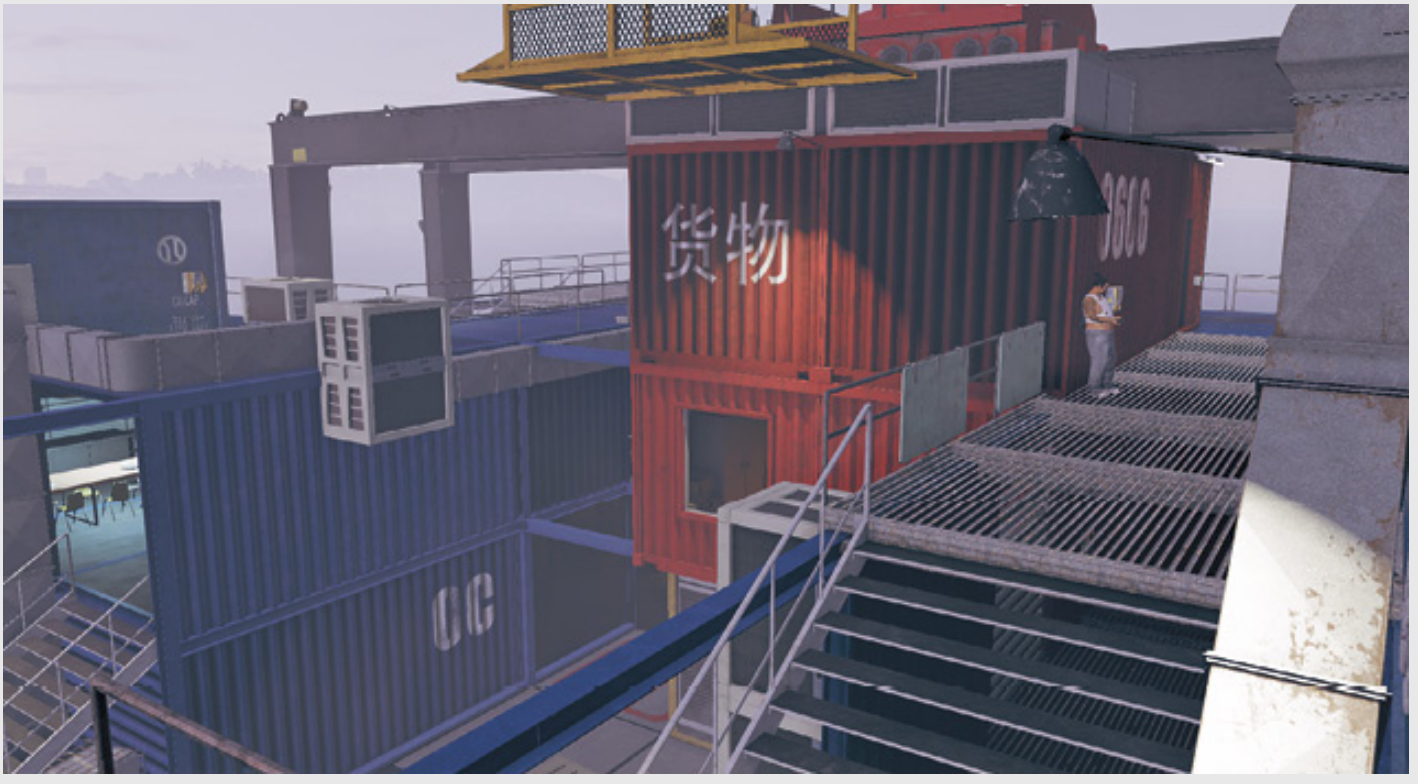


4 Galley Kitchen Level

Located on the east side above the upper deck, this galley kitchen allows access to the roof or the dormitory on the same floor. A long metal gantry allows access from the dormitory to the storage and restrooms on the barge's west side. The data container room is on this level.

5 6 Top Deck and Container Tower

Do the majority of your **weapons** combat from here, as you can secure the two sets of steps up to this room gantry. Note the container tower's top room has the guard with the access key. Atop the container tower is a rarely used crane and platform, which you can activate as a way into the data container room if you can't find the access key.



Access Key (Guard)

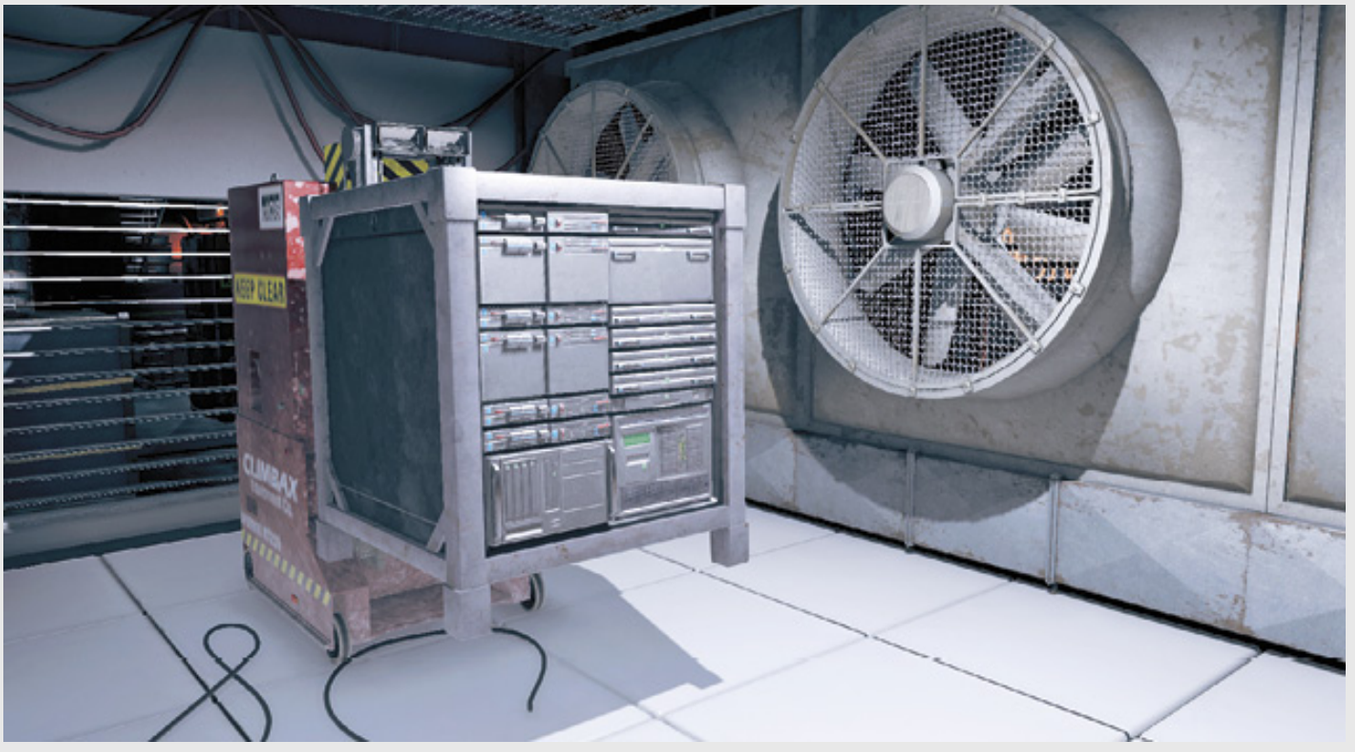
This key is on a guard in the container tower above the data container you need to reach. It accesses both the doors in the objective area. It's not mandatory to hack this key (as there's a window you can access to reach the room with the data container in it), but it makes infiltration a whole lot easier!

1 Data Container

This is in the container tower, below the office where the guard with the access key is located. There's an open window, which you or the **RC Jumper** can jump through, but this is exceptionally difficult; you can try from the AC unit atop the roof gantry or by lowering the crane platform above the container tower and jumping on that, then into the window. A better plan is to simply hack either of the doors using the access key.

2 Forklift and Server

Down in the hold is a forklift carrying a crate with the server inside it. You need to control it, maneuvering it onto the main cargo elevator in the center of the hold. This can be done at any time.



Cargo Elevator (Extraction Point)

At the base of the container tower on the upper deck is the cargo elevator. Hack this to travel to and from the hold at any time. This is mandatory at the end of this operation, when you extract the forklift with the server in a cargo box.

PATHS TO COMPLETION

USING YOUR TECH

GHOST=0%, TRICKSTER=100%, AGGRESSOR=0%

RECOMMENDED

Fly your Quadcopter up to the access room (red cabin) out of sight of patrolling guards; then hack the junction box on the cabin's western side, zapping the nearby guard. Open the door to the cabin with your Quadcopter, which startles the foe inside, who comes out to investigate. When he appears, hack him for the access code. Then start any of the previous paths or continue using your toys:

Trundle out your **RC Jumper** and take the most direct route toward the roof deck, detailed as part of Path B. Don't go to the roof, though; head past the galley kitchen toward the dormitory corridor. Make a right before you get to the dormitory corridor, hack the door, and enter the cabin directly below the upper one. Then hack the data container. You can now drop out the window and head down the metal stairs to reach the barge's lowest level, or you can hack the cargo elevator and drop directly into the barge's lowest level. Then control the forklift to remotely carry the server to the elevator. Or you can head there on foot.

A TAKEDOWN TREK

This route allows you to subdue every foe without reinforcements arriving and to complete the objective with all enemies defeated. Is this difficult? Yes! But it's certainly possible if you follow this route!

SILENCE AND VIOLENCE IS GOLDEN

There are two variations to this path:

1. Using only strangulation and phone distracts (plus tasering or electroshock bombs if multiple foes are in the same area)

2. Judicious use of tasering and suppressed fire after each foe is subdued

As only throttling a foe is truly silent (meaning tasering or suppressed-firing at foes alerts others in the vicinity), it is preferred during this infiltration. Shoot each subdued foe, and expect enemies to be alerted and move to where the noise came from, which can easily expose you.

Start at IP 1. Head roughly south along the outer deck, and throttle the guard here **(A.1)**. Step right, into the side area of the server room. Check the passage for a foe. Strangle him or hack the door ahead, around from the metal steps down to the hold. Step into the small navigation room (with the "0" outside the door) and strangle the foe here if you didn't see him in the passage; be quick (tasing is an option from outside the door), as he can alert others. Ignore the civilian. Then drop onto the metal stairs leading to the hold **(A.2)**.

In the hold, there may be another guard. If one is there, he is likely to be stationary, in one of two positions: by some blue-tarped pallets on the room's east side or to the northwest, close to the gas pipe and stairs up to the room filled with tablets and innocent personnel. Tackle this foe, then head up the stairs to the southwest (**A.3**, heading north).

Watch a foe pass you on the outer deck, then step left (west) through the opening and throttle him **(A.4)**. Head south in a counterclockwise sweep along the outer exterior deck, then step into the server room near the "0" door and navigation room, and ascend the nearby stairs. You're on the same floor as the main deck in the center of this vessel.

Drop behind the metal crates in the southwest corner of this floor **(A.5)**. If there's a foe standing by these crates, tase him as you ascend the metal steps from the floor below. Then look north to see one, two, or three guards. Distract and tase them all. At this point, the remaining guards tend to change position depending on how loud you've been. But continue the sweep, heading to the blue metal wall with the Chinese writing on it (western area, adjacent to the metal steps).

Wait by this blue metal wall for foes to descend the metal steps adjacent and 180 degrees to your right **(A.6)**. If none appear, move around and head up the steps, watching for a patrolling guard two floors up who can see you through the gantry floor above you. Tase him or quickly move into the dormitory corridor **(A.7)**, past the locked door (which you need the access code for).

Head counterclockwise through the dormitory, removing any threats you see, and drop a foe who's likely to be in the galley kitchen area **(A.8)**. Then take the stairs to the roof deck (**A.9**, southeast). There are three foes here—a sniper behind you as you ascend the steps, the target in the cabin with the access code, and the guard who could see you through the gantry floor. You can now neutralize all remaining threats.

However, foes will be waking up from their enforced naps by now, so quickly complete your objectives. Switch to Path B and start eliminating foes with suppressed shots, remaining on the roof for the height and cover advantage. Complete the objectives once you remove the foes.

B TOP OF THE DECK

Eliminating opponents is best attempted when you have the height advantage and can spot (and use weaponry on) foes below you. Though it seems reckless, from IP 1 head right slightly, up the metal steps to the left side of the main deck **(B.1)**. Immediately head up the left upper metal steps and throttle the foe in the galley kitchen. Ignore the guard patrolling the dormitory corridor ahead. Instead, head up the third set of metal stairs at the end of the galley kitchen, to the upper (roof) deck **(B.2)**.

At the top of these stairs (at the same level as the guard with the access code), turn 180 degrees and quickly dispatch the sniper guard to your north. Then unlock the cabin room with the access code guard, step to the door, and tase the guard. Using **NetHack**, watch for a final guard on this upper level run to the opposite door in this cabin. Circle around outside, or remain inside, sneak up, and subdue him. Don't sneak to his stationary position on the gantry near the metal steps, as foes below can see you.

From this point, use your suppressed weapon to permanently remove the guard threats. The first guard you defeated (in the kitchen galley one floor below) is usually seen by investigating guards first, so expect guards to head up the same metal stairs you did to reach the roof. Stay close to cover, and tase each one if you wish to keep fighting to a minimum, or you can start overly aggressive takedowns. The former is recommended. Keep using **NetHack** (and optionally the Quadcopter) to scan the floors below for the remaining foes as they ascend to attempt to battle you. There's likely to be a pile of enemies near the metal stairs from the kitchen to the roof. Optionally seek and destroy any stragglers until no more threats are present. Then complete all objectives with zero enemy intrusions.

EXTRACTION PLANS

Assuming you're not being actively hunted, once the data container is hacked, head to the ship's lowest cargo hold, directly below the cargo elevator beneath the first objective. Use the stairs or the elevator, depending on the remaining foes. Then hack the forklift carrying the crate you need, and drive it to the elevator. Once you park it on the elevator, stand on the elevator and activate the elevator controls so the platform rises to the upper deck.

When you're counting down the seconds to Josh's drone arrival, feel free to try the following:

- Hop over the stack of metal crates by the elevator and hide behind them. If you haven't removed any or all threats, the remaining foes attempt to search for you. However, if you remain hidden, you can wait these foes out until the minute is up.
- Remain in hiding anywhere on the barge, especially if you've hidden away and were using the **`RC Jumper`** throughout the previous part, and aren't on the elevator when it ascends to the main deck.
- Engage in firefights until the minute is up or until everyone except you is neutralized.

Then head to the server where the elevator is so you're hoisted to safety, and the operation concludes.

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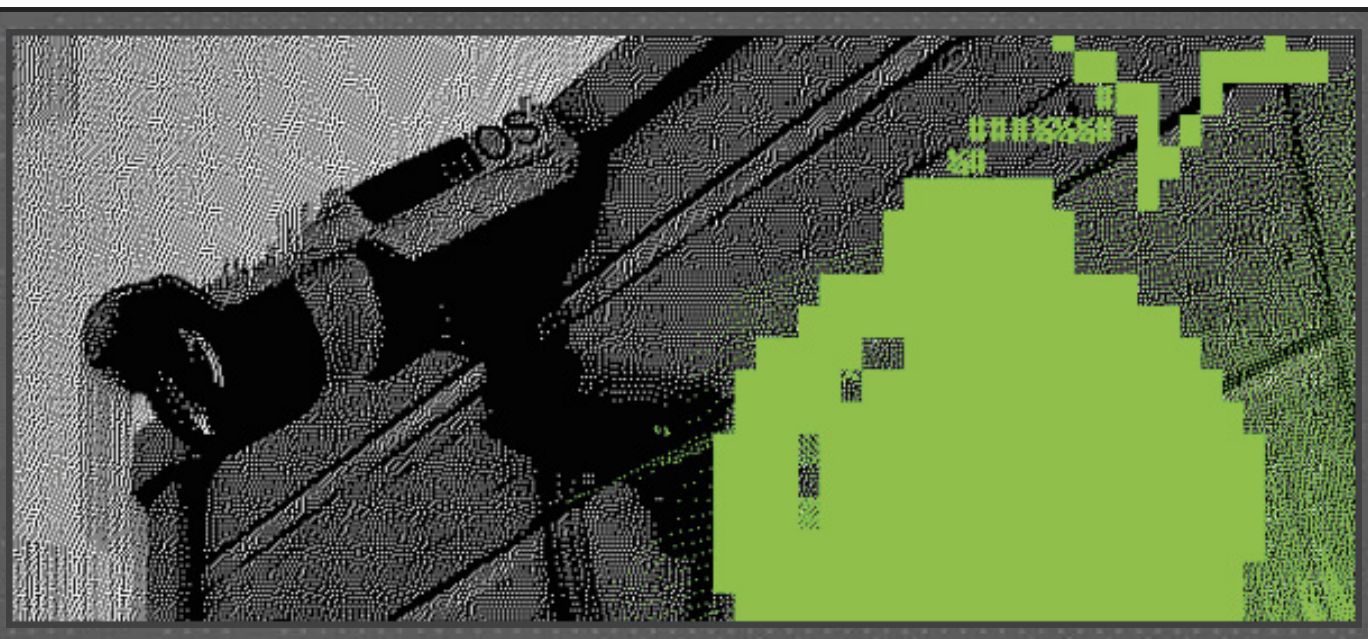
MOTHERLOAD

Operation Overview



OBJECTIVES

- Complete Operations:
  - Power to the Sheeple
  - Shanghaied
  - Robot Wars
- Meet DedSec at the Hackerspace.
- Hack into Dusan's assistant's apartment.
- Download Blume campus code.
- Unlock Blume's vault door.
- Destroy Blume's backup servers and main generators (4).
- Enter Blume building.
- Cripple Blume communication (2).
- Reach the Air Gap Computer.
- Hack the Air Gap Computer.
- Leave the Blume building.

DIFFICULTY

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MOTHERLOAD

0. Operation—Long Term Plan: Taking Down Blume

OBJECTIVES

Complete Operations:

- Power to the Sheeple
- Shanghaied
- Robot Wars

DIFFICULTY

BRIEF

We wanted to take down Blue, we need around 4 million followers to download our app to give us the botnet to handle the data that ctOS is processing.

LOCATION

Hackerspace (DedSec HQ), Mission Dolores Park, San Francisco.

SPECIAL UNLOCK REQUIRED

Ready to take down Blume? You need to be; in order to start the final Main Operation, you must have finished the three operations listed previously, as well as accruing a minimum of 4 million Followers. Main Operation: Motherload now commences.

As soon as you've completed the previously listed objectives, head to the San Francisco Hackerspace.

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MOTHERLOAD

1. Operation—Blow It Wide Open

OBJECTIVES

- Meet DedSec at the Hackerspace.

DIFFICULTY

REWARDS

Game Completion

BRIEF

It's the end game, and to take down Dusan and Blume, Marcus has to bring everyone together for one last big op.

LOCATION

- Hackerspace (DedSec HQ), Mission Dolores Park, San Francisco.

Sitara has some really bad news; homeland security has you on their most wanted list, and you need to go to ground. Dusan has all the collected data; they've got a wider reach than the NSA now! Dusan wants you out in the open, so the rest of DedSec will take to the field, while Marcus provides logistics. First up: Sitara.

NO TURNING BACK

Once at the Hackerspace, decide whether you wish to conclude your operations with this final mission or continue to accrue Research Points, Followers, and collectibles, as well as playing other side operations and tasks.

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OBJECTIVES

- Hack into Dusan's assistant's apartment.
- Download Blume campus code.

DIFFICULTY

After Marcus picks out something fresh for Sitara to listen to, run across the rooftops, the gap between buildings, and up to the ctOS server that unlocks the network to Dusan's assistant's apartment. Complete the following Network Bypass:

NETWORK BYPASS

1: Unlock. Reboots in 90 seconds.

2: Turn x1.

3: Turn x1.

4: Turn x1.

5: Unlock.

6: Turn x1.

7: Turn x1.

8: Unlock.

9: Unlock.

10: Unlock.

11: Unlock.

12: Unlock. Puzzle complete.

With the puzzle complete, simply hack the laptop in the apartment. Next up: Wrench.

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MOTHERLOAD

1. Operation (Continued)—Wrench

OBJECTIVES

- Unlock Blume's vault door.
- Destroy Blume's backup servers and main generators (4).

DIFFICULTY

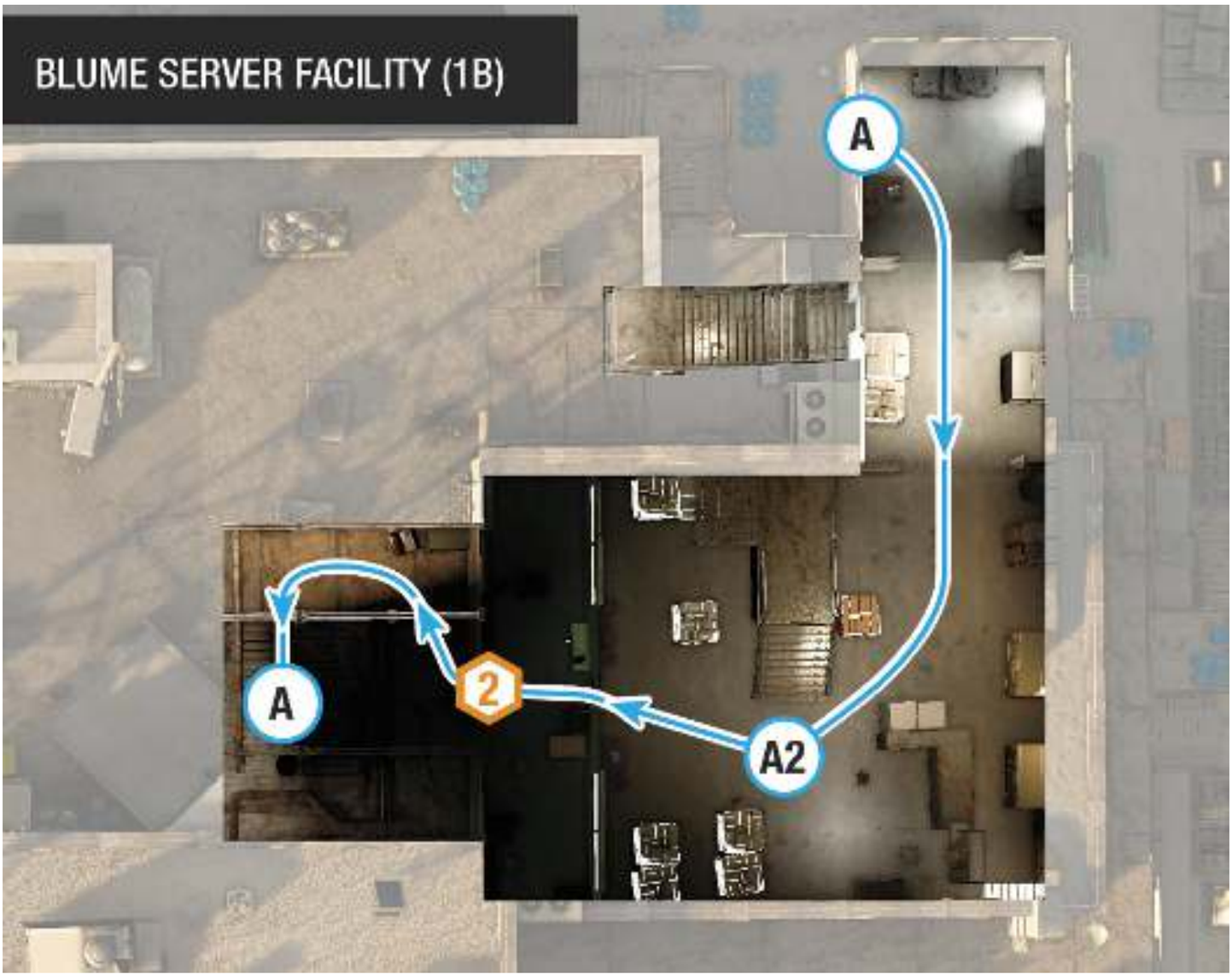
HOSTILES

- Umeni Security Corps

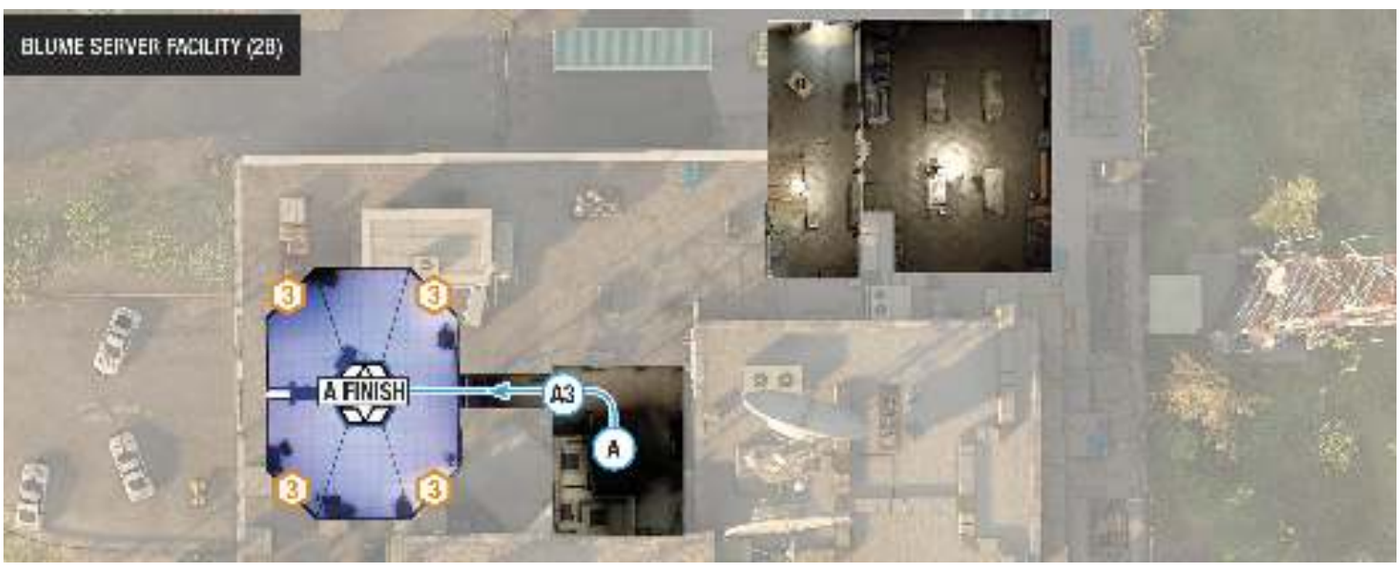
LOCATION

- Blume Server Facility, San Bruno Mountain, San Francisco.

BLUME SERVER FACILITY (1B)



BLUME SERVER FACILITY (1F INTERIOR)



☰ Infiltration Points

Wrench is tasked with entering a Blume facility on **San Bruno Mountain** and destroying most of it. He comes with a grenade launcher and a taser, but also think about subtle takedowns need melee strangulation or electroshocks from scenery or grenades.

1 Main Barrier and Yard:

Directly ahead of you, behind three parked security cars, is the main barrier and a yard with seven foes. Naturally, this isn't the wisest infiltration point and should only be accessed if you're attempting a vehicular suicidal run or strafing the area with grenades while moving to a different spot.

2 Side Gate and Storage Yard:

Along the compound's left (north) side is a hackable gate and metal steps up to the data container (objective). This is a great way to reach the first objective unimpeded. There is a hackable door near some blue barrels, below and east of the stairs. This leads almost directly into the two-story breach room and is the optimal path to get there.

3 Lower Access Door:

On the lower ground (north perimeter) is a door leading into the lowest compound storage rooms. It allows access up into the two-story breach room, though it isn't the most proficient route.

4 South Satellite Dish:

Along the southern perimeter is a large metal support pillar holding up a satellite dish, close to a large open blue container. Much of the east and south perimeter is a high mesh wall you can't breach, but there's a gap here, which is handy for skulking around the various entrances into the breach wall room and garage.

5 Radio Mast and Picnic Table:

Don't overlook this opening in the mesh wall, in the southwest corner of this restricted area; it leads to a small cargo storage exterior area (and armored guard). Enter close to the picnic table, but use the access around to the southern perimeter to reach your goals.

POIs and Objective Points

1 South Garage

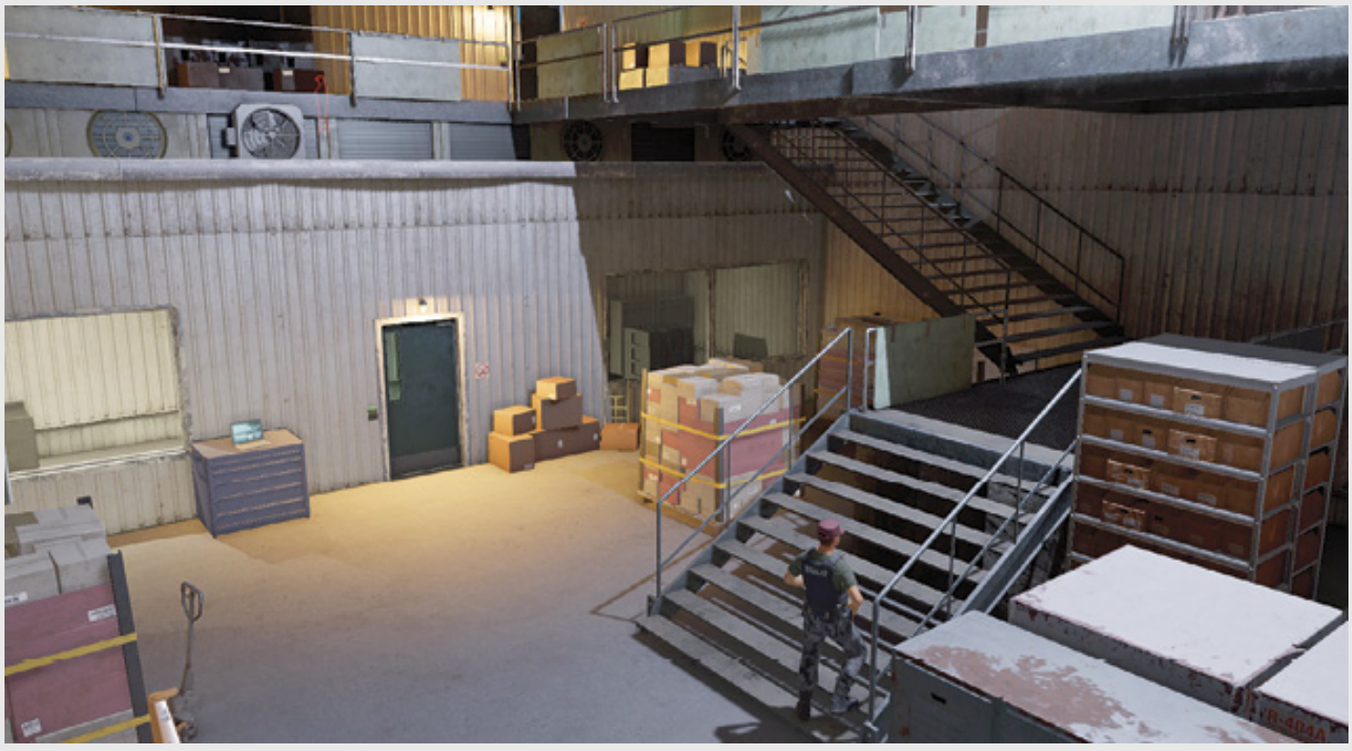
Access this large parts garage via the large doors in the main yard or by the hackable door along the south perimeter. It isn't necessary to enter here unless you're prowling for foes to defeat or seeking cover.

1 Data Container

This is on the exterior wall of the northeast storage building. It is difficult to physically hack this without being spotted. Distraction or killing is required first.

2 Two-Story Breach Wall Room

The breach wall you need to destroy is on the lower level of a large, two-story storage room in the central-eastern part of the compound. There are three upper-floor entrances (all hackable doors) and five lower-floor entrances; all but two are hackable doors from outside and the other is an open window (southeast corner) and a stairwell from 1.3. The breach wall is on the room's western side and has a collectible to gather.



Blume Vault (Backup Servers)

The Blume Vault is below the earth and the bottom of the metal stairwell. Access it through the hole in the breach wall. The four server stacks can be destroyed with manual explosive devices or grenade punts. Easy! Plus, you don't need to escape afterward!

PATHS TO COMPLETION

With no drone toys but plenty of guns and explosives, Wrench is ready to unlock the front door to Blume's servers. How he completes this task is up to you; it can also be done with a degree of subtlety Wrench isn't normally known for.

A WRENCH IN THE WORKS

Ignore your baser instincts and attempt a nonthreatening infiltration, heading down the road to the left (north) and hacking the gates **(A.1)**. Climb up the side metal steps and hug the low concrete wall at the top to your right. Distract the two nearest guards with phone calls, then hack the objective (data container). After the hack, you're almost spotted; retreat quickly and hide behind that same low concrete wall.

As the download progresses, seek out the wall you need to blow out. Hack the door by the blue barrels, below the metal steps (northeast corner of the compound). Turn right and head into the two-story storage room with the breach wall **(A.2)**. There are guards above you, and one may need to be distracted with a phone call. Hack the door by the breach wall, then set the breach. After the explosion, head through the hole, wait at the server room door for the download to end so you can hack the doors to open them **(A.3)**, then enter and blow the four server vault areas apart. Mission complete, with no shots fired from either side!

B TIME TO LURK

This is as "stealthy" as you can get with Wrench. The plan is to throttle every foe (instead of electrocuting them, as they wake up after being zapped), removing all threats without a single gunshot. Enter via IP 5, hopping over the raised concrete walkway fence, and hide. When the armored guard patrols back to the picnic table, vault the fence and throttle him. If a second guard (to the north) is nearby, distract her using the phone.

Now for the cluster of guards by the main entrance in the front yard. The trick here is a "mass distraction"; focus on a foe you want to throttle (such as a guard standing by the front barriers), check your minimap for nearby foes, and quickly cycle through each, distracting them with your phone (including the target). Immediately step out and throttle your target, then head to better cover by the concrete hut (**B.1,** north). This is the difficult part of this path; practice may be needed.

Once in this upper north corner of the restricted area, watch where the enemy moves. Remain patient and in cover, optionally sparking the explosive pallet or junction box and throttling the foes that investigate. Stay here for a while, sneaking east to tackle foes searching for you near the objective. Use the phone distract often, when you see a straggler you want to strangle before returning to cover. Keep this up until you've neutralized all foes in the main yard.

With all but around three foes left, head southwest across the yard, around to the compound's southern perimeter **(B.2)**. Search out the remaining three foes who are usually searching the exterior area south of the garage or the metal exterior steps (southeast corner). Again, the phone distract is your friend. Now with no more foes to deal with, complete all objectives.

CARNAGE AND SMIRKS

You've got an arsenal of **weapons** and explosives, so why not use them? Though it's tempting to simply wade in through the main gate where the vehicles are parked and lay waste to the cluster of foes you can see, a better plan is to try any of the following:

Cause a stir by parking one of the trucks (parked behind you) just outside of the restricted area, pointing at the explosive pallet slightly left of the barrier. Get out and remotely accelerate the vehicle into the pallet; this can remove three guards at once. Plus, as you're outside the restricted area, the guards aren't on red alert!

You don't just have a grenade launcher to play with; retreat west, up the ladder on the nearby building, and snipe from here. Then head into the restricted area to mop up stragglers.

You may be overwhelmed if you just wade into the fray, so gain some height first; the main building roof is perfect. Reach this by sneaking in at IP 5 (picnic table), climbing onto the concrete path, then climbing the stacked crates to the ladder; it's possible to complete without being spotted! Or, head to the rear of the compound (eastern upper balcony) and climb the ladder on the east wall above the two-story room with the breach point. Now atop the main buildings, you can set explosives at the tops of ladders to stop foes reaching you, and start bombarding enemies below!

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MOTHERLOAD

1. Operation (Continued)—Marcus

OBJECTIVES

- Enter Blume building.
- Cripple Blume communication (2).
- Reach the Air Gap Computer.
- Hack the Air Gap Computer.
- Leave the Blume building.

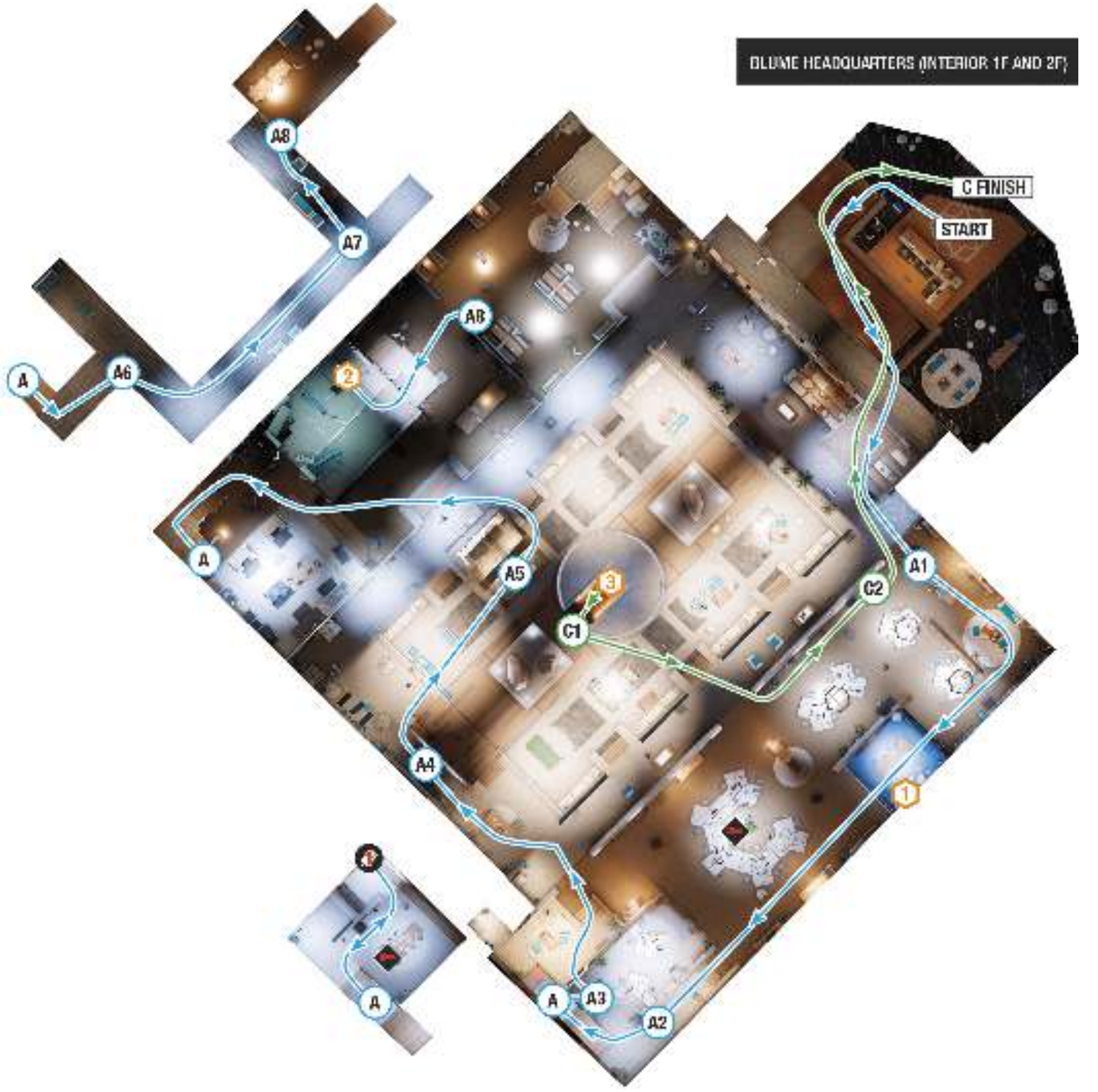
DIFFICULTY

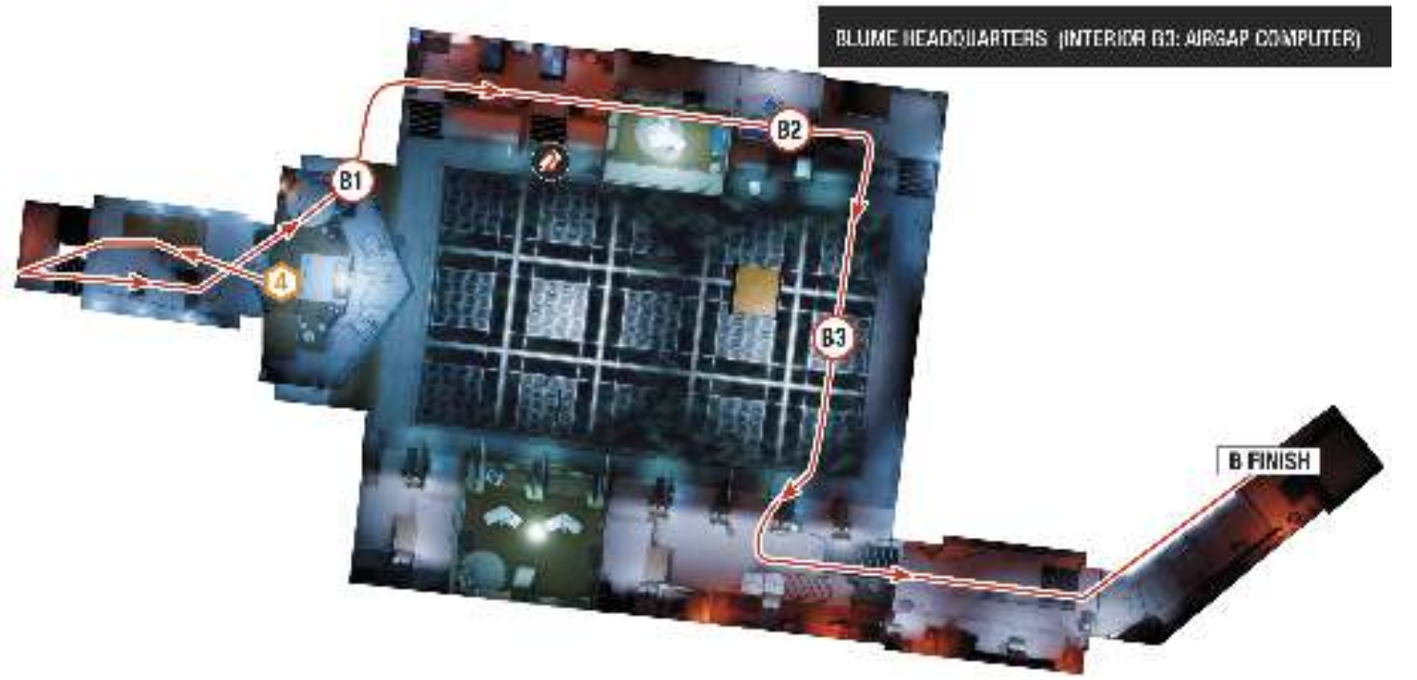
HOSTILES

- Umeni Security Corps

LOCATION

- Blume Headquarters, south of Vermont Street, San Bruno Mountains area, San Francisco.





After speaking to Ray, head to the front doors of Blume and enter. Once at the reception desk, you have a few methods to complete the objectives:

POIs and Objective Points

Access Key (1 of 2)

A patrolling guard in the work area (south), close to the data container in the glass conference room, carries the access key that's easier to hack. You can do this from a distance, before you reach the glass office. Use **NetHack** and cycle through the cameras to determine which guard is carrying the key.

Access Key (2 of 2)

Located on a tablet in the executive conference room, in the southern part of the building. As the doors that lead up to this area (where the CCT is) use this access code and cameras don't show the room, the only way to get this is to use the **RC Jumper**.

Data Container (1 of 2)

This requires a physical hack. The data container is inside a glass conference room with two doors only accessible after hacking the access code. The entire area is open plan, and three guards are patrolling in the open work area surrounding this objective.

Data Container (2 of 2)

This requires a physical hack. The data container is inside a large prototype lab with glass walls and acoustic paneling closer to the crate the objective is sitting on. Guards patrol the walkway and floor near this northwest room. The only entrance is the door to the northeast, which requires an access code. Note the raised floor below the lab—a good spot to hide your `RC Jumper`.

Closed-Circuit Terminal

This is located by a small server stack on the upper floor (south area) of the executive offices and conference room. It requires a physical hack and unlocks the elevator down to the sub-basement. It's critical to unlock and can be done at any time.

Elevator to Air Gap Computer

Under a circular water feature in the middle of the main floor of the building, the elevator is only powered once you unlock the CCT. This can be done before or after you access the data containers, but you can't ride this elevator down until the Blume communication is crippled. Feel free to drop in via the water feature rather than taking the sunken stairs.

Closed-Circuit Terminal (Basement)

This allows you to open the locked doors to the stairwell, which leads to the Air Gap computer. The CCT is your first port of call when you arrive at the basement.

Air Gap Computer

Once you're in the Blume basement level, it's eerily quiet. Locate this control desk and hack it so the Air Gap computer rises from the giant server floor below the desk.

PATHS TO COMPLETION

LOBBY TO ELEVATOR

As soon as you enter the lobby, plan on infiltrating using one of the following routes:

A IN FULL BLUME

There are many ways to enter the elevator from the lobby reception desk, but the following is optimal, as it allows you to reach the elevator without alerting any guards. You can do this with or without guard interaction. Anything louder than strangling guards from behind alerts them, so throttling and phone distracts are the key to keeping every guard from being alerted throughout your time on this floor. Start by heading left (south) at the bottom of the stairs, into the side open-plan office **(A.1)**. Distract the nearest guard while also distracting the guard in the distance who is carrying the access code.

Creep around the transparent wall and chairs, and strangle the first guard close to the glass conference room you can now enter. Then unlock the room, and creep to data container #1. Before you interact with it, distract the guard you just hacked the access code from with a phone call, so he doesn't see you during the objective completion. Afterward, unlock the opposite door and strangle the guard. Or, distract the guard, strangle him, and then complete the objective.

Head straight out of the conference room, moving southwest to some steps and a locked door in the southern corner **(A.2)**. Unlock the door, watching for the armored foe around the corner to the right. Step into the cover just to the door's right, in the executive stairwell room. Distract the guard with a phone hack, then strangle him (be sure he's near the crate you're hiding behind, or you may be spotted). Then ascend the stairs, and unlock the CCT before returning to this same room **(A.3)**. Leave via the doors to the left (heading northwest).

Stop! There are two guards nearby as you reach the main central area. Phone hack the nearest one first, behind the wall to your right (north); then hack the one patrolling under the giant Blume sign (near the pool table). Now step out and strangle the nearest guard (on the other side of the wall). Drop down into cover, hack the phone of the farther guard by the Blume sign again. Wait for him to reach the room's south side, so the foes by the lab don't see you, and strangle him. This only leaves the guards by the lab. Cross behind the giant wooden wall with the Blume sign **(A.4)**.

Creep north, diagonally across to the cafe area **(A.5)** and around the corner to the left, using the concrete stair area with the blue cushion as cover. Ring the phone of the guard standing here, then strangle them at the top of the steps **(A.6)**. Move west, up the stairs by the glass lab wall. Throttle the armored guard at the corner of the lab building. Then ascend the walkway stairs.

Hide behind the white covered sections of balcony glass, and throttle the two guards up here as you cross the balcony heading northeast toward the entrance. After you strangle the penultimate foe on the balcony above the offices **(A.7)**, drop down into the office and creep up on the final guard **(A.8)**. All these guards should be distracted with phone calls first. Then access data container #2 and head for the elevator.

SILENT RUNNING

At any stage during this route, you can prep junction boxes and cause explosions, which alerts guards. Or use the taser in place of strangling. But only the route shown above guarantees you clear this area with no enemies being any the wiser that you were here!

IN FULL BLUME (ALTERNATE)

From the reception, head down the initial set of steps, stopping at the corner before entering the main chamber. Produce the `RC Jumper` and follow the same route as Path A. Simply pass foes after distracting them with the phone hack. After you unlock the CCT (you can use the vent in the main chamber's south corner, though it isn't as optimal as Path A), head for the two guards in the main area. One is by the wall; the other is by the huge Blume sign. Distract them both with phone calls and boost behind the Blume sign. Then steer the **RC Jumper** north, up the steps left of the café, up the wide shallow steps, and under the lab floor. Peek out under the lab entrance door, then leap onto the deck and open the door, accessing data container #2.

Leave your **RC Jumper** and simply jog from the entrance stairs, over the water feature, and drop down the sunken stairs to the elevator. It doesn't matter if foes see you, as you can reach and activate the elevator before they arrive.

EVERYONE GOES BOOM

If you aren't feeling the need to keep Blume's guards alive, try to reach one of the following locations:

- The lobby: retreat back to the top of the stairs after firing on one of the guards.
- The executive office area: this is where the first CCT is. Stand at the top of the stairwell.
- Mow down foes from either choke point, and employ explosive grenades if you like. However, you may wish to save these for later.

PATHS TO COMPLETION

BASEMENT INFILTRATION

Now in the bowels of Blume, head into the giant server floor and use **NetHack** to seek out the CCT. There are no enemies at the moment, so you are free to explore and perhaps make a couple of dummy runs from the Air Cap computer to the elevator, prepping for an escape route. Then hack the Air Gap computer.

BASEMENT EXTRACTION

Heavily armed and armored enemies are entering the basement via the elevator you used. You are outgunned but certainly not outmatched, as the following plans demonstrate:

B MIND THE GAP

Leave without encountering any foes by running down the stairs, then immediately left, passing the crate by the steps. Run northeast across the corner of the server floor **(B.1)** and up the steps to the corridor behind the room with the CCT. Continue to sprint west along this orange-hued corridor **(B.2)**, past the Blume crates to the metal stairs at the northeast corner, and use cover. Then creep south along the perimeter of the server floor **(B.3)** before making a left turn (west) up the metal steps to the exit corridor and elevator.

IN A FLAP

An alternative to fleeing is to follow the same path, but when you reach the northeast corner, wait for the foes to spread out. Then head down the steps and use the raised server units in the main floor as cover. It's easier than you'd think to tase or strangle foes one at a time while using the servers as cover. When you've subdued four or five foes in this manner, hunt down the rest before leaving.

TIME FOR A SCRAP

The enemies here are the toughest you'll encounter, so an SGR-12 shotgun is a good weapon, as it blasts through the massive armor some foes are wearing. Otherwise, use the tried-and-true "tase, then execute" technique. Other plans include:

Remaining at the control center, waiting for foes to breach the stairwell, and lobbing grenades at them, or firing at them at this choke point.

Running to the server floor and using the servers as cover.

Running to the orange cargo corridor along the north wall of the area and using that to step out, execute, and step back in.

Though grenades are useful, it's best to conserve them for the final part of your escape.

EXITING BLUME

There's overwhelming force heading down the lobby stairs as you reach the recreation chamber on Blume's main floor. How you deal with them depends on your tactical preferences:

C TIME TO FLEE

Head left (southeast) at the top of the sunken stairs **(C.1)**, heading to the office area where you hacked data container #1. Hide by the large wall, looking up the exit stairs to the lobby—and your escape objective. Wait for the guard forces to descend the steps and start to fan out. Hide behind the small vertical server rack **(C.2)** and pull in the first foe that stands right next to you. Because he's on the same side of the wall as you, no one sees the melee throttle. Two or more foes may head this way; do the same to them until there's a clear path. Then sprint directly to the exit.

TRICKINESS IS THE KEY

Need to thoroughly embarrass the Umeni Security Forces? Then remain in this southeastern office area, hiding near the circular set of desks near the executive offices, and wait for more foes to visit you. Then hack their phones so they're incapacitated and tase them, or run up and throttle, until no more enemies are available to subdue.

A FINAL KILLING SPREE

If you've been waiting to use your explosive grenades, now is a great time to set up some traps at the base of the stairs. Rig a grenade to try taking three foes at a time by lobbing it when the foes are milling about before they separate. You can even hide behind the small Blume information sign near the agave plants at the bottom of the stairs.

Then retreat into the southeast office area. Find a location with two corridors of movement (like the glass conference room), lay explosives at each side, and prime them. Then watch as foes are defeated attempting to reach you. Blast or tase others not playing ball with this plan. After you neutralize ten foes, you can escape with no further threats present.

You leave Blume but not until you meet Dusan and give him something to think about. Back at the Hackerspace, DedSec releases its final media blitz (for now), and the **`Main Operations`** conclude.

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SIDE OPERATIONS

Available Side Operations

These are optional operations ranging from simple remote hacking to full-on investigations. All of them take place across the Bay Area. They appear on your **DedSec app** and/or your Nudle Maps app, and some are only available if you've completed previous **Main Operations** or Side Operations. There are 22 Side Operations to complete. The following table lists all of them and whether they are related to **Main Operations** or unlock any other Side Operations.

NAME OF SIDE OPERATION	RELATED OTHER OPERATION(S)
01. **$911**	Main Operation: **Hacker War**
02. **Always On**	–
03. **Bad Publicity**	–
04. **Bottom Dollar**	–
05. **Ghost Signals**	–
06. **Infected Bytes**	Side Operation: **Stolen Signals**, Side Operation: **Whistleblower**
07. **High Price to Pay**	Main Operation: **Hello World**
08. **The Name Game**	–
09. **Paint Job**	Main Operation: **CyberDriver**
10. **Pink Slips**	–
11. **Proviblues**	–
12. **Ripcode**	–
13. **Schadenfreude**	–
14. **Shadows**	–
15. **Stolen Signals**	Side Operation: **Infected Bytes**, Side Operation: **Whistleblower**
16. **Ubistolen**	–
17. **HAUM Intruder**	Main Operation: **HAUM Sweet HAUM**
18. **Rodentia Academy**	Main Operation: **Looking Glass**
19. **Whistleblower**	Side Operation: **Infected Bytes**, Side Operation: **Stolen Signals**
20. **The Zodiac Killer (ULC)**	Main Operation: **Looking Glass**
21. **Kickin' It Old School**	Side Operation: **Whistleblower**
22. **Primary Target**	Side Operation: **Kickin' It Old School**

ACTIVITIES

There are four types of activities you can undertake, each involving the control of a particular vehicle:

- You can partake in a series of 10 **drone races** throughout the Bay Area (guide information is limited to tactics in the "**Training**" chapter).
- You can assist an **Oakland** school in winning and modifying an eKart before **driving** any of the six courses (guide information includes overviews of this operation and tactics for all courses).
- You can attempt any of the six off-road **motocross races** (guide information includes overviews and tactics for all courses).
- Finally, you can take to the Bay in **Marin**, purchase a sailboat, and race any of six races (guide information is limited to tactics in the "**Training**" chapter).

Available Side Operations: Activities

NAME OF SIDE OPERATION	GUIDE INFORMATION
01. **Drone Races**	Operation tactics
02. **Sailboat Races**	Operation tactics
03. **eKart Challenge**	Operation maps and tactics
04. **Motocross Races**	Operation maps and tactics

DRIVER SF

Once you download the app, this enables you to earn both Followers and money by **driving** several citizens to different destinations across the Bay Area. All 18 different Driver SF missions are short, vehicle-based, and have specific methods of completion (e.g., some customers require you to reach a destination as quickly as possible). They are also detailed in this guide.

Available Side Operations: Driver SF

NAME OF SIDE OPERATION	LOCATION
01. A Hoop-less Situation	**Oakland**
02. Just Making a Living	**Oakland**
03. Payback	**Oakland**
04. Every Day Is Friday	**Oakland**
05. Fragile Cargo	**Oakland**
06. Daredevil Liv!	**San Francisco**
07. Expectant Fathers!	**San Francisco**
08. Gone Phishing	**San Francisco**
09. Liv Again	**San Francisco**
10. ScoutXpedition	**San Francisco**
11. Lost in Translation	**San Francisco**
12. Get Back in the Game	**San Francisco**
13. Treasure Hunt	**San Francisco**
14. HAUM's Dirty Laundry	**San Francisco**
15. Late Wedding	**San Francisco**
16. Johnny 5, Where R U?	**Silicon Valley**
17. Paradroid	**Silicon Valley**
18. Auto-Nomous!	**Silicon Valley**

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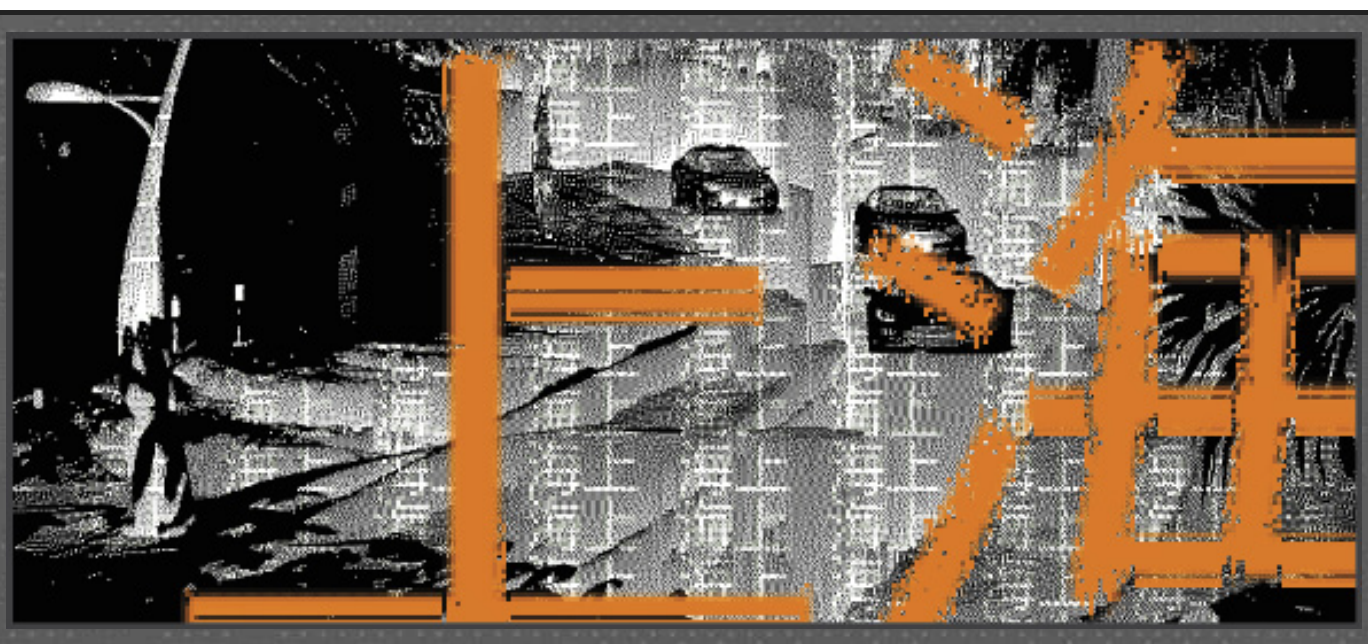
$911
Operation Overview



OBJECTIVES

- Meet Josh at the Hackerspace.
- Meet the social worker in Oakland.
- Access ctOS' security archives.
- Activate NetHack.
- Profile the clues (5).
- Prepare an ambush to steal the car.
- Steal the car.
- Escape your pursuers.
- Leave the car and the drop-off point.
- Leave the area.
- Meet with Miranda.
- Reach the refinery.
- Profile the clues (6).
- Destroy the trucks (3).
- Escape your pursuers.
- Leave the area.
- Reach the docks.
- Profile the clues (5).
- Prepare an ambush to steal the ambulance.
- Steal the ambulance.
- Escape your pursuers.
- Drive the ambulance to the drop-off point.
- Reach Alcatraz.
- Free the witness.
- Leave Alcatraz.

DIFFICULTY

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SPECIAL UNLOCK REQUIRED

In order to access this operation, you must have completed Main Operation: Limp Nudle. This operation becomes active on your DedSec app once you meet this requirement.

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$911

1. Operation—Hubs and Authorities

OBJECTIVES

- Meet Josh at the Hackerspace.

DIFFICULTY

BRIEF

Josh has picked up an anomaly in Blume's crime prediction algorithm. Meet him at the Hackerspace to take a look and gather more info.

LOCATION

- Hackerspace (DedSec HQ), Mission Dolores Park, San Francisco.

Over at the Hackerspace, Josh has discovered Blume is flagging schools, clinics, and stores in Oakland as "shoot-on-sight" areas for the Oakland Police Department. Time to call an old social worker friend who works in the area for more information.

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$911

2. Operation—M$ Dollar Block

OBJECTIVES

- Meet the social worker in **Oakland**.
- Access ctOS' security archives.
- Activate **NetHack**.
- Profile the clues (5).
- Prepare an ambush to steal the car.
- Steal the car.
- Escape your pursuers (if you're detected while stealing the car).
- Leave the car at the drop-off point.
- Leave the area.

DIFFICULTY

REWARDS

DedSec Followers: +36,000

BRIEF

Meet with Christina and investigate police activity in **Oakland**.

HOSTILES

580s Street Gang

LOCATION

1. Prescott district, **North Oakland**.

2. Vehicle drop-off point, Prescott District, **North Oakland**.

When you meet up with Christina, you realize the anomaly is a classic case of cops and robbers working together. Just up the block from where you meet is a drop-off point for the 580s gang. Head there, and Josh tells you to look for a ctOS server box. Find it on the wooden deck near the scaffold, on the block's northeast side. After reviewing the footage, it seems the cops are running a smuggling racket right under ctOS.

The information is seemingly untraceable, so you need physical evidence; you must steal a car. Josh sets up a mosaic of where the vehicles and gang members have been during past drop-offs. He overlays the mosaic into your **NetHack** view. Profile the following clues—do this at range from the bridge or by looking closely at every clue. Each has **tactical advice** to consider as you prepare an ambush to steal the car.

POIs and Objective Points

① ② Armored Guards

Well-armored foes usually accompany the vehicles to the drop-off and stand at the locations indicated. Shooting this guy with **weapons** takes a long time due to his armor, so use bombs or tasing. However, it's usually better to make your presence felt and speed off in the vehicle before these foes get into position. Note the junction boxes near each guard's position; prep these to explode, unless the box near the mission target car explodes too close to the car, which can fail the mission.

Mission Target

Steal this car and use it as evidence against the police chief. The vehicle has a hostile occupant. To complete this mission, you need to drive this vehicle out of the restricted area (and lose any pursuers). With this in mind, there are three possible escape routes (see Extraction Points) that you should prepare in advance of the ambush. Do not damage the vehicle if you can help it; popping the tires means you'll be scraping metal while attempting to outrun foes. Don't let the vehicle get caught in other explosions during the ambush. And don't destroy this vehicle with bombs or junction box explosions!

Reinforcements Vehicle

This SUV accompanies the target vehicle into the drop-off area and carries four hostiles. It's the biggest threat you'll face. Ignore the enemies, and they spread out; the foe **driving** the target car and the four foes in this vehicle spread out to the indicated clue locations on the map. This vehicle is a prime target for a bombing or a junction box proximity trap (use the junction box under the ctOS box in the northeast corner of the drop-off area). Though you might enjoy explosions, catching this vehicle in one, and not the target car, requires you to trigger a proximity trap only after the target car is in place; you don't want the target car running over a dropped bomb, do you?

4 Armed Escort

Three 580s gang members stand around at this location and are well armed and armored. They're also standing right next to a junction box you can prep as a proximity trap. Or, you can enter the house under construction on the south side of the restricted area and coax them into a firefight. Or, lob bombs from the scaffold deck. Or hide behind the deck fencing and tase each one. However, this ambush doesn't usually get to the point where this trio is waiting here.

☰ Infiltration Points

1 West Gate:

This is a good spot to drive the target car out of. Make a left turn and boost away to a hiding spot before the 580s can find you. Prepare this exit by moving the forklift out of the way and opening the gate.

2 Northwest Garage:

Open both the garage doors, and do not prep the junction boxes for proximity traps (in case they damage the vehicle). Then simply drive through the garage and out onto the street to escape. An excellent choice.

3 East Gate:

The gate where the enemies enter from isn't a wise escape route, but it's better than nothing. Pick this (and make sure the gate is open) only after neutralizing foes or if all else fails.

PATHS TO COMPLETION

Time to neutralize some hostiles and steal their vehicle. Remember to hold down the Action button to start the ambush! You can achieve this in many ways, but here are some recommendations:

CORRECT PREP WORK

Lay a bomb where the reinforcement vehicle will stop, but don't activate a proximity trap, or the target car will hit it.

Lay a bomb and activate it at the armed escort location, or activate a junction box proximity trap there.

Ready proximity traps at each junction box, but don't activate the ones near the parked vehicles.

Recognize that the gates (west) provide a direct escape route, but only after you remotely maneuver the forklift out of the way.

Recognize that the garage (northwest) provides the safest escape route, but only after you open both the doors.

HARD WORK MAKES LUCK

Prepare the area by moving the forklift off the path to the western gate and then opening the gate. Position yourself on the sidewalk, just outside this gate (on the street). Wait for both vehicles to park, using your Quadcopter or the remote cameras to view the vehicles. When the target car is empty, remotely drive it forward, then remotely reverse it so it slows and stops by you. Get in and flee.

DON'T LEAVE IT TO POTLUCK

Remain on the scaffold balcony and start the ambush. When both vehicles are parked and the foes exit them, try any or all of the following:

Activate an electroshock bomb already placed on the ground under where the SUV will park. If it doesn't park directly over the bomb, lob in another just as the vehicle slows down. Detonate so all four foes are caught and electrocuted. Then tase the target car's driver and escape via any exit.

The same plan can occur, but with explosive grenades or the grenade launcher. This is far more dangerous—not for you, but the target car, which needs to be kept intact!

Or, you can wait for the foes to spread out, and use a mixture of tasing and junction box traps to remove all foes.

Or, you can hide inside the garage (northwest), then use phone distracts and strangulation to remove the lone guards. Ignore the cluster of foes by the east gate and leave.

I DON'T GIVE A…

Got a grenade launcher? Or an explosive (or electroshock) bomb? Stand on the northeast scaffold deck overlooking the north-south road to the east of the restricted area, and watch the two vehicles drive to this location. Before the rear vehicle (SUV) makes the turn, punt a grenade into it. Or, trigger a proximity trap with the grenade you already placed in the middle of the road, which ensures the radius hits the vehicle. Do this so the explosion catches the rear of the SUV, so the target car isn't hit.

As soon as the SUV goes up in flames, stay on the deck, and tase the enemy stepping out of the target car; or shoot him, or drop down and strike him. Then flee in the target vehicle before reinforcements arrive.

Or, you can stay and bombard all reinforcements, and then the police, with grenades.

OPERATION CONTINUES

Flee the area, using the usual faction-avoidance tactics to escape. Then, drive to the location Wrench indicates.

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3. Operation—OPD PCA (Part 1)

OBJECTIVES

- Meet with Miranda.

DIFFICULTY

BRIEF

The OPD has a stressed relationship with the **Oakland** communities. Councilor Miranda Comay will know more.

LOCATION

- Pier at Jack London Square, **Oakland**.

Drive to Jack London Square and meet with Miranda. She offers some information and tells you she'll back your play if you bring her proof of wrongdoing among the police force.

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WATCH_DOGS 2

OBJECTIVES

- Reach the refinery.
- Profile the clues (5).
- Destroy the trucks (3).
- Escape your pursuers (if you're detected while destroying the trucks).
- Leave the area.

DIFFICULTY

REWARDS

Dedsec Pathseeker: +36,000

BRIEF

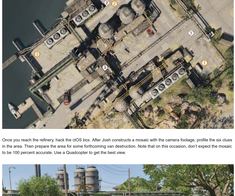
The police are working with the Bratva to smuggle drugs into San Francisco. Shut their operation down to bring the Police Chief out of hiding.

HOSTILES

- Bratva Gang

LOCATION

- Refinery area, south of freeway and Starter Oil Company, North Oakland.



Once you reach the refinery, hack the nDS box. After Josh constructs a mosaic with the camera footage, profile the six clues in the area. Then prepare the area for some forthcoming van destruction. Note that on this occasion, don't expect the mosaic to be 100 percent accurate. Use a Quadcopter to get the best view.

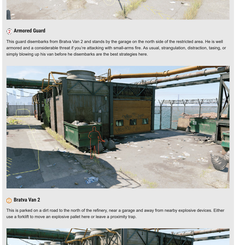
POIs and Objective Points

Armed Escort

There is a cluster of three foes at the entrance, with medium firepower, and an additional foe elsewhere. They won't yell armored, meaning weapons are feasible, should you wish to elongate the objective and tackle the foes before destroying the vans.

Bratva Van 1

This van is parked close to the entrance, right next to a propane tank. Not the safest spot for precious cargo. It's usually worth creating a proximity trap with the propane tank as the van detonates as it parks. But there are other ways (explained next).



Armored Guard

This guard disembarks from Bratva Van 2 and stands by the garage on the north side of the restricted area. He is well armored and a considerable threat if you're attacking with small-arms fire. As usual, elongitation, distraction, taking, or simply blowing up his van before he disembarks are the best strategies here.

Bratva Van 2

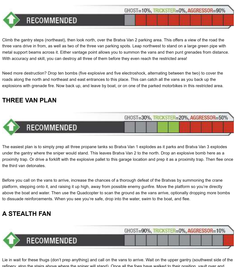
This is parked on a dirt road to the north of the refinery, near a garage and away from nearby explosive devices. Either use a forklift to move an explosive pallet here or leave a proximity trap.

Sniper

This fellow stands on the gantry platform above the main refinery courtyard and carries a long-range rifle. He's only a threat if you leave him to reach this position; usually he's blown up long before he reaches this perch. Or you can subdue him once he's here if you'd like to stealthily take out everyone.

Bratva Van 3

Parked close to the water's edge at the back (west) side of the restricted area, this van runs the gauntlet of propane tanks as it drives through the main central courtyard of the refinery area. If you don't blow it up before it parks here, you could always tip it into the sea.



PATHS TO COMPLETION

You have a trio of Bratva vans to destroy. Completing this task is as straightforward as you want it to be.

CORRECT PREP WORK

Remember there are no vehicles you need to save this time, aside from a getaway vehicle. All three vans must be destroyed.

Prep Bratva Van 1 by creating a proximity trap at the propane tank or by dropping a proximity bomb at the location.

Prep Bratva Vans 2 and 3 by moving an explosive pallet near the garage using the forklift and prepping the proximity trap. Or drop a proximity bomb at the location.

Or, prep Bratva Van 3 by creating a proximity trap at either propane tank under the central gantry area.

Bratva reinforcements are numerous and arrive via the road on the east side of the restricted area. Even if you remove all threats in silence, once the vans are destroyed, expect more gang members to arrive. This makes escaping difficult if you're too slow.

Remember there's a boat moored at the dock to the west. This is your preferred escape vehicle. Other plans are to commandeer a Bratva reinforcement car and flee, or take the last Bratva van you didn't destroy and flee in it, destroy it, and take another vehicle and escape.

REMOVAL VAN

GHOST=10%, TRICKSTER=0%, AGGRESSOR=90%

RECOMMENDED

Climb the gantry steps (northeast), then look north, over the Bratva Van 2 parking area. This offers a view of the road the three vans drive in from, as well as two of the three van parking spots. Leap northwest to stand on a large green pipe with metal support beams across it. Either vantage point allows you to summon the vans and then punt grenades from distance. With accuracy and skill, you can destroy all three of them before they even reach the restricted area!

Need more destruction? Drop ten barrels, five explosive and five electrocutors, alternating between the two) to cover the roads along the north and northeast and east entrances to this place. This can catch all the vans as you back up the explosives with grenades. No more back up, and leave by boat, or on one of the parked motorbikes in this restricted area.

THREE VAN PLAN

GHOST=30%, TRICKSTER=20%, AGGRESSOR=50%

RECOMMENDED

The easiest plan is to simply prep all three propane tanks as Bratva Van 1 explodes as it parks and Bratva Van 3 explodes under the gantry where the sniper would stand. This leaves Bratva Van 2 to the north. Drop an explosive bomb here as a proximity trap. Or drive a forklift with the explosive pallet to this garage location and prep it as a proximity trap. Then flee once the first van detonates.

Before you call on the vans to arrive, increase the chances of a thorough defeat of the Bratvas by summoning the crane platform, stepping onto it, and raising it up high, away from possible enemy gunfire. Move the platform so you're directly above the boat-and-water. Then race the Quadcopter to race the ground as the vans arrive, optionally dropping more bombs to dissuade reinforcements. When you see you're safe, drop into the water, swim to the boat, and flee.

A STEALTH FAN

GHOST=90%, TRICKSTER=0%, AGGRESSOR=10%

RECOMMENDED

Lie in wait for these thugs (don't prep anything) and call on the vans to arrive. Wait on the upper gantry (southeast side of the refinery, atop the stairs above where the sniper will stand). Once all the foes have walked to their position, vault over and strangle the sniper. Then vault to the ground below the gantry bridge, and work your way to Bratva Van 3. Distract and strangle the guard here. Do the same as you head north, removing the foe at Bratva Van 2. Then execute a mass electrocution using the stun gun, laser grenade launcher, or grenade. Finish up with grenades or suppressed fire if you don't want anyone waking up.

You should now have no reinforcements or threats and three vans to blow up. Sure, you can use grenades, proximity traps, and the like. But what about parking all the vans next to each other and destroying them with one grenade? Or using the large forklift parked near the crane to push Bratva Van 3 into the water? Or shunting all three vans into the water after parking them all at Bratva Van 3's location? This way you're close to the boat and can quickly flee. Do this quickly, as reinforcements arrive fast!

AIRBORNE SCAN

GHOST=10%, TRICKSTER=100%, AGGRESSOR=90%

RECOMMENDED

Forget all this needless preparation! Stand on the getaway boat in the harbor. Launch your Quadcopter. Drop an explosive bomb on each van as it arrives. Then flee.

OPERATION CONTINUES

Flee the area, using the usual faction-avoidance tactics to escape. Then, drive or take the boat close to the location DedSec indicates.

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WATCH_DOGS 2

5. Operation—Entezcas

OBJECTIVES

- Reach the docks.
- Profile the clues (3).
- Prepare an ambush to steal the ambulance.
- Steal the ambulance.
- Escape your pursuers (if you're detected while stealing the ambulance).
- Drive the ambulance to the drop-off point.

DIFFICULTY

REWARDS

Bodiec Followers +36,000

BRIEF

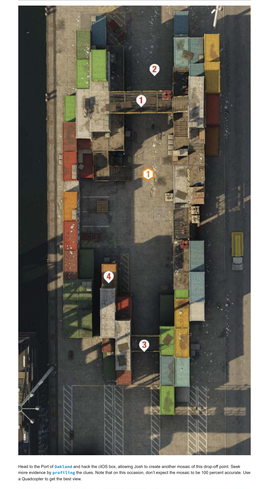
The police are swapping vehicles with the Texcas at the docks. Steal the cargo and deliver it to the internal investigations bureau to provide evidence against the Police Chief.

HOSTILES

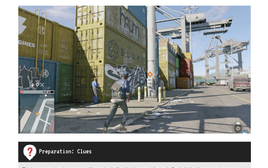
Texcas Street Gang

LOCATION

1. Northwest docks, Port of Oakland, Oakland.
2. Street in front of DeSanto Towers: FBI Headquarters, one block northwest of Oakland City Hall, Oakland.



Head to the Port of Oakland and hack the dCDS box, allowing Josh to create another mosaic of this drop-off point. Seek more evidence by profiling the clues. Note that on this occasion, don't expect the mosaic to be 100 percent accurate. Use a Quadcopter to get the best view.



Preparation: Clues

This is a compact container maze with enemies halting their transportation and effectively blocking your main escape routes. Study the area carefully to avoid disappointment. At the very least, destroy the scenery under the eastern container, to the left of where the ambulance will park; this allows an easy escape option if all else fails.

Sniper 1

Expect a foe to climb the containers to the northeast and take up residence on this upper gantry, covering the entire container maze with a long-range rifle. Tackle this foe, while remaining hidden, or blast everything that isn't ambulance-shaped. Do not allow him to reach this point.

Van Reinforcements 1

A van carrying two guards follows the ambulance in, effectively hemming in the target in the center of this container maze. With the way blocked to the north and south, only the eastern gap seems like a feasible exit. However, there are other ways out (see below).

Ambulance

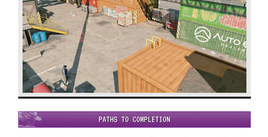
This has the evidence you need—a dead body. You must steal the ambulance and drive to the FBI headquarters to complete this mission. Keeping the vehicle intact is of paramount importance, and it forces you to drop prepping all the scenery with proximity traps. At least, anywhere north of this target.

Van Reinforcements 2

Two more vans head in from this direction and park south of the ambulance. This is problematic, since it doesn't allow easy access out of the containers to the south. Plus, did you notice two vehicles? Not to worry: each one only carries a single foe.

Sniper 2

Another sniper is on the cargo container southeast of the ambulance. This area is tight, and the firepower is impressive. This could be the toughest objective yet!



PATHS TO COMPLETION

You must now remove the ambulance from this area and drive it to the FBI headquarters. There are easy and difficult ways to accomplish this:

AMBULANCE CHASER

GHOST=0%, TRICKSTER=50%, AGGRESSOR=50%

RECOMMENDED

Prep the maze's southern area, where the two vans will arrive from. Destroy these remotely with proximity traps; you don't even need to look at them. Meanwhile, remain atop the green cargo container in the maze's northwest area, so you have an exceptional view of the ambulance and van approaching from the northeast.

As the ambulance passes you, point a grenade or quickly throw and detonate a bomb as the van explodes. This leaves only the enemy who drove the ambulance in. Take him when he leaves the vehicle, as well as any other stragglers. Then either reverse north, out of the maze, or destroy the explosive pallet under the gap in the eastern containers and drive under the containers to escape.

Another option is to place yourself southwest, across the large street, by some red road barriers. Watch the two vans approach from the south. Punt a grenade into both vans so they never reach the container maze. Then assault the north part of the maze after blowing up reinforcements. Now drive the ambulance south, without having to worry about removing vans from your route.

TEZCAS ERASER

GHOST=80%, TRICKSTER=10%, AGGRESSOR=10%

RECOMMENDED

Climb to the highest point on the metal containers northeast of the maze. Wait for all vehicles to arrive and every foe to get into position. Then drop down to the north gantry and strangle the sniper. Work your way down and take the foes in the main ground area and to the south. After you've neutralized all foes without raising the alarm, move any vehicles blocking either the north or south exits before driving the ambulance out.

Another option is to take all the foes, then remotely move the two vans parked to the south. Remotely steer the ambulance out of here between reinforcements arrive.

FAST PACER

GHOST=20%, TRICKSTER=0%, AGGRESSOR=80%

RECOMMENDED

Find a good hiding spot and launch your Quadcopter. Litter the entrance to the south with explosive bombs, so when the two enemy vans arrive, both explode. This only leaves enemies to the north. Neutralize them with bombs dropped by your Quadcopter—do not hit the ambulance! Remotely drive the ambulance south, out of the maze. Drop down, enter the ambulance, and flee.

I'LL TAKE THIS, SIR

GHOST=100%, TRICKSTER=0%, AGGRESSOR=0%

RECOMMENDED

Destroy the explosive pallet under the eastern container opening prior to summoning the Texcas. With an ambulance-sized hole, hide close to this exit on the ground, and when the ambulance parks, sneak in or remotely drive the vehicle left, through the gap, and away. If any exits are guarded by enemy vehicles, hack them as you attempt to flee, reversing them out of your path. Apply this to any of your escape plans.

OPERATION CONTINUES

Flee the area, using the usual Tactical-avoidance tactics to escape; remember to hack the road barriers as you leave the port to thwart your pursuers. Then drive the ambulance to the street in front of the FBI headquarters and get out of the vehicle.

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6. Operation—Jailbird Blues

OBJECTIVES

- Reach Alcatraz.
- Free the witness.
- Leave Alcatraz.

DIFFICULTY

REWARDS

- DedSec Followers: +212,000
- Capone Wiseguy Hat
- Capone Pinstripe Slacks

BRIEF

The Police Chief is going to kill the one person willing to speak out against him. Save the witness and Miranda will convince him to testify.

HOSTILES

- Oakland Police Department (Corrupt Cops)

LOCATION

- Alcatraz prison, San Francisco.

You now need to reach **Alcatraz**, where the police chief is making an appearance and the only **whistleblower** to this operation is being held under duress. The trip here, obviously by boat (or more cunningly, by Fast-Traveling to the **clothing** kiosk), should be more than a sightseeing tour. Scout the various docks and piers as you arrive and from the island, so you can plot an escape route. Study the prison's interior and all exterior exits, so you know how to enter and leave. Don't begin the mission until you're confident you know the layout of this place. Then climb to the top of the prison and hack the ctOS server to begin.

Reach the prison roof via the interior (recommended), allowing you to view the layout of the cell block.

OR

Use the window-washer lift on the building's north side.

☰ Infiltration Points

Start here as soon as night falls, and you need to enter the prison from the roof.

1 2 3 4 Roof Trapdoors (4):

There are four roof trapdoors. Unless you want to use the window-washer lift for some reason and enter via one of the extraction points, these are your only ways into the building. IP3 is the recommended entry point for the following paths.

POIs and Objective Points

Access Key (Police Chief)

In order to open the locked cell door where your objective is, you need to acquire an access key. It is carried by the police chief, who starts outside the prison, then strolls into the main ground-floor level. Hack him using the Quadcopter as early as possible.

Kestrel (Prisoner)

After you acquire the access key, you can open the cell door using a drone or Marcus. However, only Marcus can free the prisoner, meaning an on-foot infiltration is mandatory. As soon as Kestrel is released, he's on his own. You can worry about yourself from that point!

PATHS TO COMPLETION

WELCOME TO THE ROCK

You should gather the key data and collectible on this island prior to beginning the prison breakout or once the operation is over, simply because acquiring the key data is very involved. Attempting to gather it while being tracked by dirty cops makes obtaining it more difficult, though not impossible (just stay inside a cell high up on the opposite side of the prison to where the majority of foes are).

HAIL TO THE CHIEF

The police chief is one of the enemies during this prisoner release. Killing this entity (who is carrying the access key) immediately raises your heat status to 4. Tasing is less of a problem, but when the police try to radio the chief and get no answer, they get antsy and raise the alarm. Therefore, leave the chief alone; tackle him last if you're after a high-percentage takedown.

COP A LOAD OF THIS

With the police sending in reinforcements when they don't hear from their crooked cops inside the prison, there's no real way to achieve 100 percent takedowns without reinforcements being called. Therefore, expect to attempt to flee `Alcatraz` under a heat level of 4.

A TASED AND CONFUSED

Leave only three foes dazed and confused, and rescue the prisoner without raising the alarm (this automatically occurs after you escape). Do this by attempting the following: From the roof, turn and face southeast, toward the lighthouse. Peer down **(A.1)** at the man heading up the stone steps. This is the police chief, carrying the access key. Hack it, then sprint in the opposite direction (northwest), dropping down the roof access hole marked B-3 **(A.2)**. Take cover at the right corner **(A.3)**.

Peer into the main cell block (Floor 3), and tase the guard ahead and right (opposite walkway), then lean back into cover. Quickly lean out and tase the guard ahead and left (your walkway) so both are asleep and no other guards are alerted. This requires accurate shooting and speed. Then creep left, past the ladder (and hole you dropped down from); then turn right (northwest), move past three cells, and take the stairs down **(A.4)** to B-2.

Turn right (northwest), head to the end of the side cell-block area, and turn right (**A.5,** northeast). Hug the right wall and step out to throttle the guard at the end of the main cell block, one cell and a stairwell down from the prisoner. After he gurgles his last, unlock the cell, free the prisoner, and watch for any foes coming up the stairwell. Retrace your steps back around the corner to the side cell block, vault over the railing to the ground floor **(A.6)**, and use the northwest exit to the outside.

TASED AND SUPPRESSED

Need to drop every enemy with an optional execution (tasing and using a suppressed pistol)? Then hack the access key, drop down to B-3, and tase the two upper walkway enemies just like in Path A. Then execute them with the suppressed pistol. Head along the walkway, passing the second victim, then out onto the boards between the walkways. Look down at the guard in the northernmost part of floor B-2. Tase and execute him, then the next guard who has either heard this and is coming up the steps (one floor below you) or is heading to the exit door area on the ground floor. Tase and execute him.

Now hack the prison cell one floor down and free the prisoner, before heading northwest and southeast along the perimeter interior wall. Vault over to the ground floor, near the northwest exit. Instead of fleeing, head back into the main cell block area, stepping around and looking southeast to where the remaining enemies are standing. Take cover behind the metal crate on casters.

Watch a guard two cells down from you inspect a cell to the left. Tase him as he walks left, into the cell. Tase his friend who checks on him afterward. Or, tase the guard in the main corridor, then the second guard as he exits the cell. Move to the pallets and tase the three remaining enemies as they investigate their snoozing comrades. Then execute everyone and leave.

A DRONE TO BE USED

Need to free the prisoner and not encounter any foes along the way? Tricky, but possible. Hack the police chief while on the roof, then follow **Path A** to point **A.5** (you should be in the northwest corner of the prison, on floor B-2). There's a guard ahead of you, down the side corridor. Produce the **RC Jumper**, call the guard's phone so you can pass him by, and unlock the prison cell remotely. Hide behind one of the tourist signs and use your Jumper to start taunting the nearby guards. Prime an electroshock bomb if you wish, too. When the coast is clear, quickly free the prisoner and escape using **Path A**.

WORTH A PUNT

You're wanted by the cops, so you might as well give them something to worry about. When the chief comes up the exterior steps near the lighthouse, introduce him to your grenade launcher and hack his bouncing corpse. Remain on the roof and punt a grenade at the helicopter (or hack it), forcing it away. You now have control of the roof, and a bunch of freaked-out foes head your way.

However, they won't get far if you set a proximity trap with either of your grenades at each of the four roof access holes; then back these traps up with the **weapons** of your choice. Continue to prowl the roof, dropping foes that appear, then descend to free the prisoner and take down any stragglers.

TASED FROM ABOVE

Forgetting to hack the police chief's access key before he enters the prison can be annoying. But if you use the Quadcopter, you can either:

Fly off the roof and follow the chief into the prison. Hack him at any time as he wanders through the entrance into the main cell block.

OR

Enter any of the roof holes, and fly down into the main cell block. Hack the chief as he enters the area.

The Quadcopter may not be able to free the prisoner, but it can certainly decimate all the hostiles quickly and relatively easily. Keep the Quadcopter on the ceiling of the main cell block and drop electroshock bombs so they land close to the clusters of foes on the ground floor. Then detonate them o the group is tased. Tasing doesn't alert other enemies or the police (yet), even if the chief is hit. Use explosives, and everything turns to mayhem much more quickly. Now finish your Quadcopter sweep by dropping additional electroshock bombs on stragglers; then head in on foot to rescue the prisoner.

CONFUSION AND CARNAGE

What happens if your stealth plan turns into a madness-inducing fight for your life as you're spotted and reinforcements are called? Then let's hope you're packing heat, specifically the grenade launcher; use this to force any helicopters to spin out of the way (temporarily), and move between the roof and the interior, depending on the threats present.

You can always shoot the chief and the officer standing outside near the entrance the chief uses (stand on the roof ledge to spot and aim at the subordinate). This causes an alert, and most foes in the prison sprint up to the roof. Meanwhile, you can drop into the nearest roof hole, hide in a cell, and head down to the prisoner. Escape while everyone is above you.

If you're feeling the heat of numerous reinforcements, stay at the northwest end of the main cell block. Plant two electroshock bombs near the northwest exit so you're not outflanked, and start tasing and executing anyone milling about the stairs and main floor until no one is left breathing.

☰ Extraction Points-Prisons

After you free the prisoner, check these possible exits you need to leave the island. Naturally, you can run away from the prison in any direction and swim to safety, but it's better to find a boat!

5 Window-Washer Lift:

If you backtrack to the trapdoor ladders and maneuver onto the roof, you can control this window-washer lift and ride it down to the ground. This is slow, and if you're being tracked by police (and a helicopter), you're a sitting duck here.

6 West Exit:

The ground floor in the prison's northwest corner allows you out to a large concrete yard to your left and the northern part of the prison. It's relatively easy to reach a good island extraction point from here, and this is the usual way to escape.

7 Northeast Exit:

In the northeast corner of the prison's ground floor is another door. It isn't used as often, as it isn't as close to the prisoner as the west exit, but it's a great place to dash out of; seek cover in vegetation while racing to get off the island.

8A 8B **South Exits:** The double doors where the police chief entered lead to a main paved area and lighthouse. The interior corridors and clusters of foes inside the prison near this exit make it one that is rarely used, though it offers good dashing options to escape. There's also a southeast exit, via the side corridor inside, which is another option.

☰ Extraction Points-Island

Are you attempting to flee **Alcatraz**? Then look for the following locations:

9 **West Docks:**

Two or three cops, some concrete steps, and a couple of boats make this a quick and relatively easy method of fleeing the Rock. Distract and tase the cops if you're having trouble getting past them. Then pick either boat and get the hell out of here!

10 Northwest Beach:

If you're headed along the footpath running north from the prison, check the beach in this area, as there may be a moored boat you can swim out to. You need to clamber over the rocky slope to reach the beach, but it's a possible escape route with few enemies to encounter.

11 North Dock:

Run directly north, and head down the concrete steps after hacking open a maintenance gate. Reach a boat here in relative comfort.

12 North Boat Garage:

Better yet, hack the maintenance gate at the north dock, then swim down the large inlet pipe just east of the dock. You enter the interior of the concrete building and the boat garage, where the fastest speedboat on the island is moored. Hack open that garage door and bolt out of here! Sometimes, the speedboat isn't here.

13 Northeast Docks:

If you've escaped via the roof via the window washer lift, this is a good direction to head; remember you can creep down here and onto the dock, where you have your pick of boats. Just expect some police encounters along the way.

14 East Docks:

The largest concentration of police are searching the main docks here. Though you can flee and use the buildings as cover, there are safer ways to reach a boat.

15 South Beach:

There may be a boat moored here, near the beach on the island’s southern tip. If you dashed out the prison’s south entrance, sprint down the rocky embankment to the beach first, checking to see if the boat is there from the top of the cliff.

Once you’re on a boat and escaping the island, Kestrel radios in to thank you for freeing him. Back at the Hackerspace, you collapse on the sofa, only to have an enthusiastic Wrench ask you about your experiences. Sitara shows you video of Miranda keeping up her end of the bargain. The operation now concludes.

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ALWAYS ON

1. Acquisition—Operation Starter

LOCATIONS

- 1. On the beach near Cliff House, San Francisco.
- 2. Outside the cabin, south central Golden Gate Park, San Francisco.
- 3. Trail northwest of Sutro Tower, north of the Ahed Housing Complex, San Francisco.

Some younger citizens of San Francisco are watching Sitara's teen niece's Web show, and the feed isn't secure. Locate one of the following and intercept their communications with a hack:

Operation Starter 1: The person standing by the park cabin structure just northeast of the small pond in the south-central part of the Golden Gate Park.

Operation Starter 2: The beach dweller by the ocean, just south of Cliff House on Ocean Beach.

Operation Starter 3: This citizen, on the trail just north of the Ahed Housing Complex you investigated during Main Operation: Haum Sweet Haum.

Sitara's niece Cindy—AKA DanceBoo01—is running a live stream almost 24/7.

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OBJECTIVES

- Hack into Cindy Nonstop's stream.

BRIEF

Sitara's niece runs a 24/7 stream called Cindy Nonstop. She believes her devices are 100% secure, but she's vulnerable to online predators. If we don't step in, someone else will.

LOCATION

- Painted Ladies, San Francisco.

Head to the **Painted Ladies** row of Victorian homes, and check the router location in the alleyway behind the buildings. A physical hack-in is required.

Cindy Baunbach is dancing away, and you have some control over the remote (changing her bubblegum pop to a more "metal" sounding vibe, which causes her no end of frustration). Also hack the HAUM light switch on her standing lamp, which starts to freak her out a bit. Keep this going until she realizes the error of her ways. After you leave the feed, Sitara chats to you, and the mission concludes.

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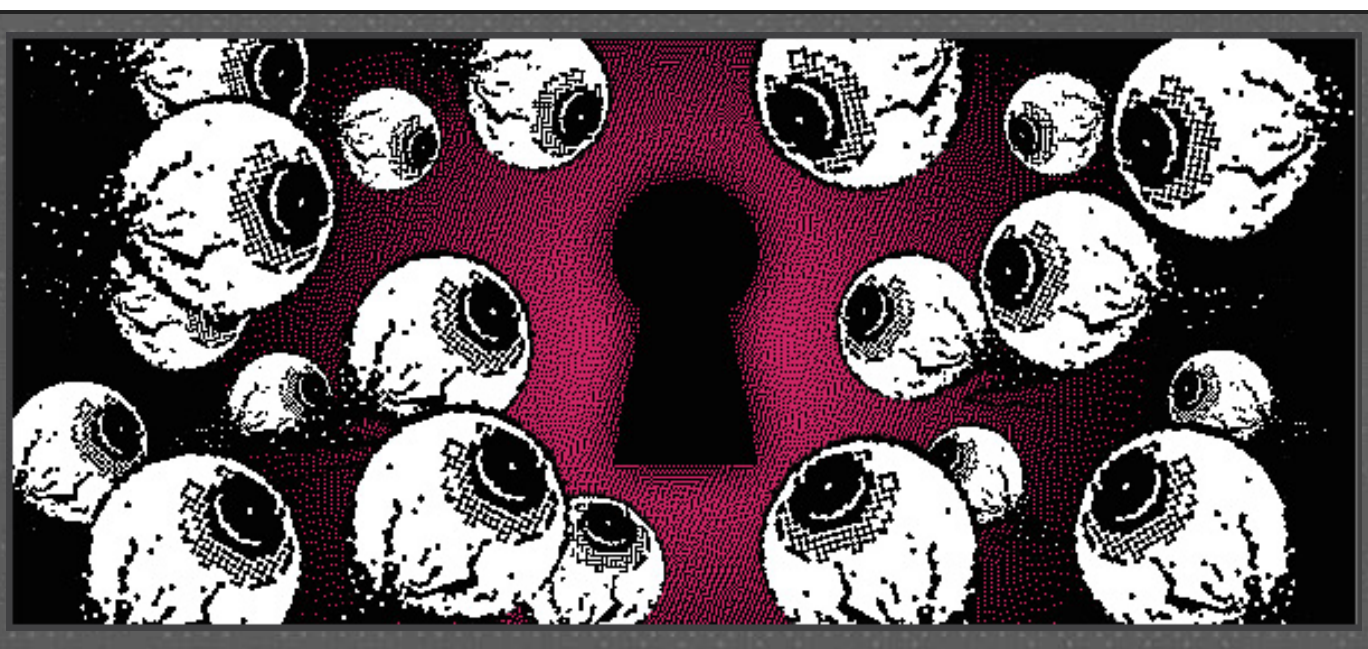
BAD PUBLICITY

1. Acquisition—Operation Starter



LOCATIONS

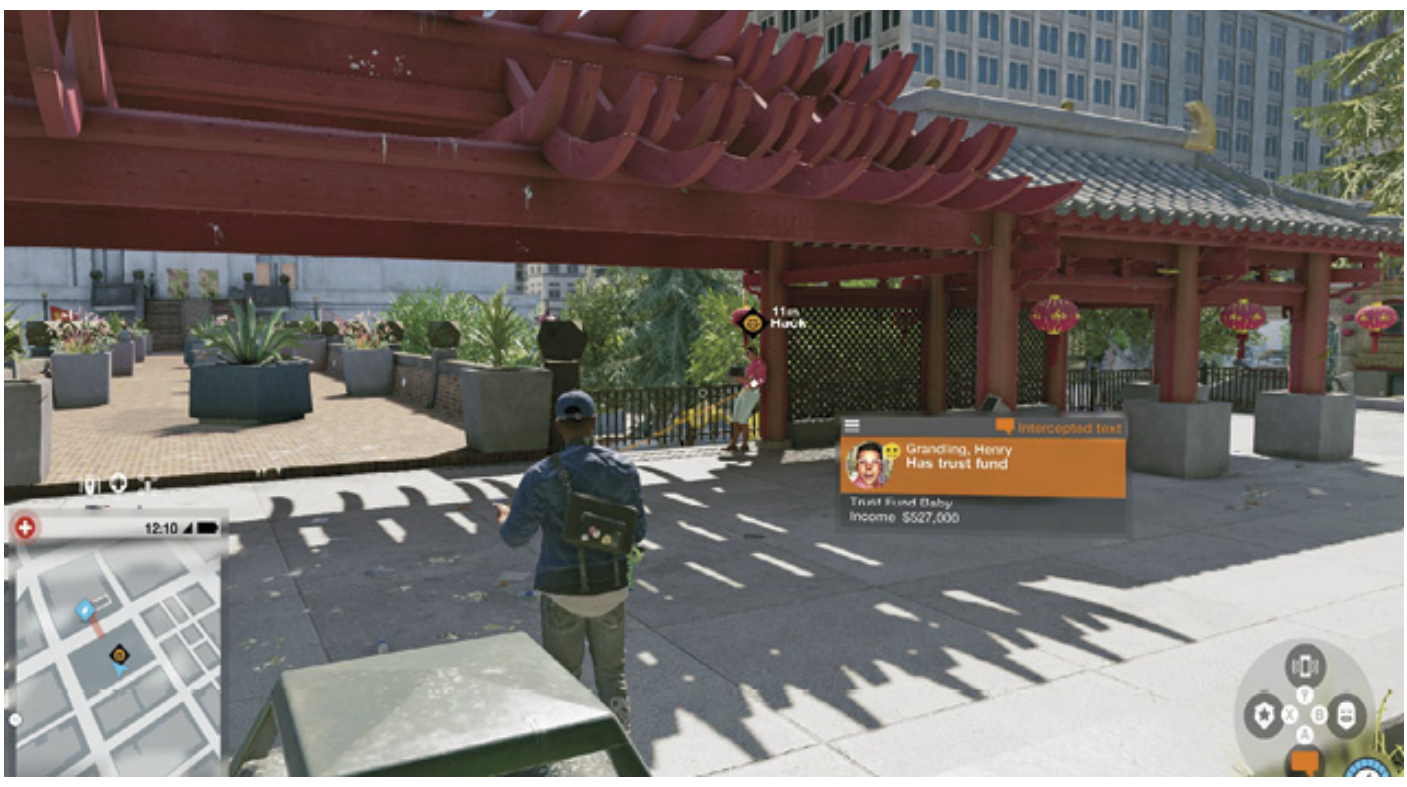
1. Brizo's Seafood Restaurant (pier deck), Pier 39, San Francisco.
2. Palace of Fine Arts, San Francisco.
3. Chinese temple gazebo, Chinatown, San Francisco.

Visit one of three citizens of San Francisco. Hack into their conversations about an Internet troll and his swatting habits. Any of these three different people begin this operation; you only need to find one of them:

Operation Starter 1: The citizen facing the bay at Brizo's Seafood Restaurant, on Pier 39.

Operation Starter 2: The citizen leaning on one of the gigantic pillars of the Palace of Fine Arts.

Operation Starter 3: A citizen standing under the Chinese temple gazebo, two blocks west of the Transamerica Pyramid, in north Chinatown.



Hack their phones and listen to conversations or read texts about "Pr0-Lapz," who's giving DedSec a bad name. He doesn't cover his tracks well; Sitara's already found his apartment. Go there.

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BAD PUBLICITY

2. Operation—Smackdown

OBJECTIVES

- Hack into Pr0-Lapz's apartment

BRIEF

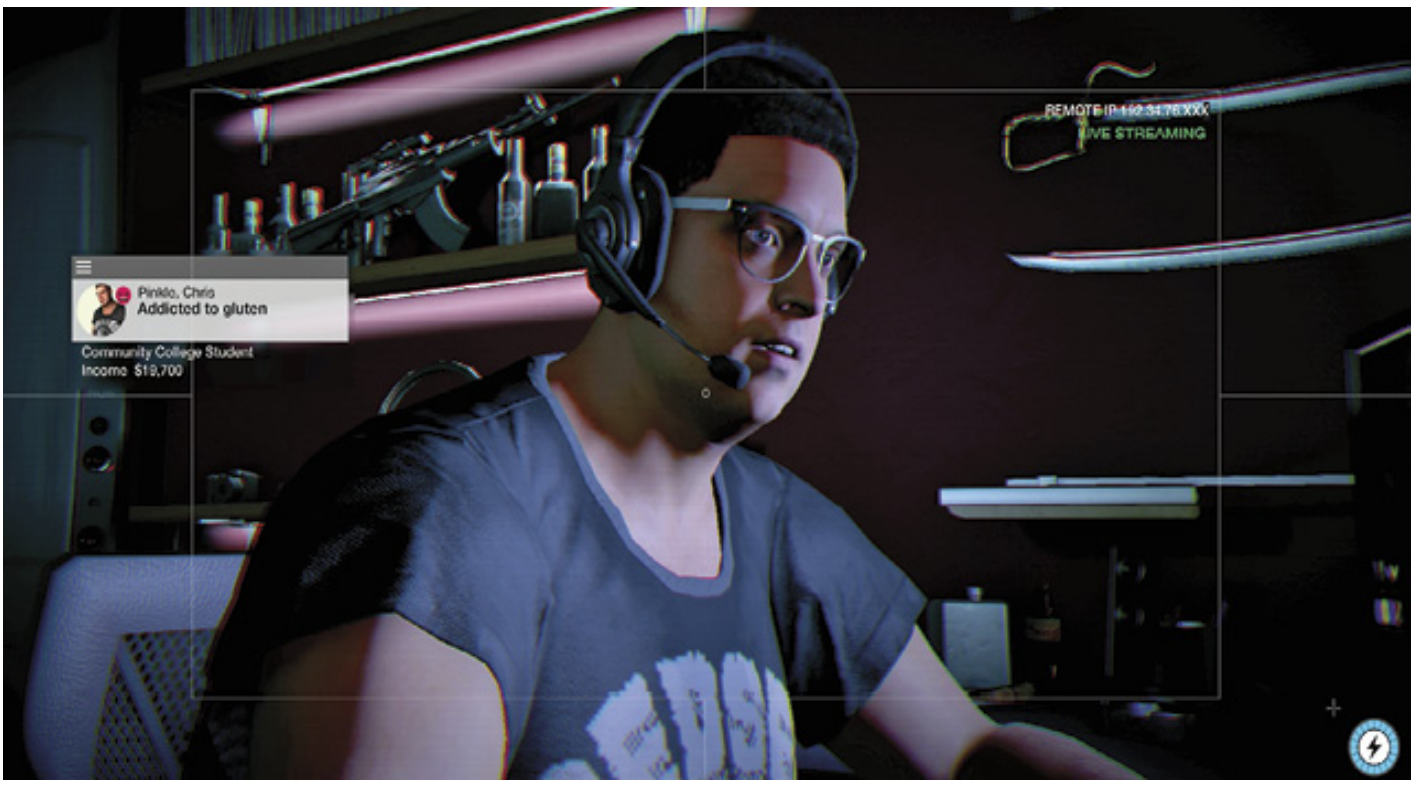
An Internet troll named Pr0-Lapz has been using DedSec's tag while swatting Internet personalities. This is the kind of thing that makes us all look bad, so we're going to go deal with him.

LOCATION

- 2865 Greenway Drive, Residential building, two blocks southeast of `Coit Tower`, `San Francisco`.

Drive to the indicated location where Pr0-Lapz is residing. Find the ctOS box, which requires a physical hack. You can:

- Plan A: Find the planters in the northeast corner of the apartment block. Climb up and run south along the lower roof, to the gazebo. Climb to the roof where the box is.
- Plan B: Or complete the same route with the `RC Jumper`.



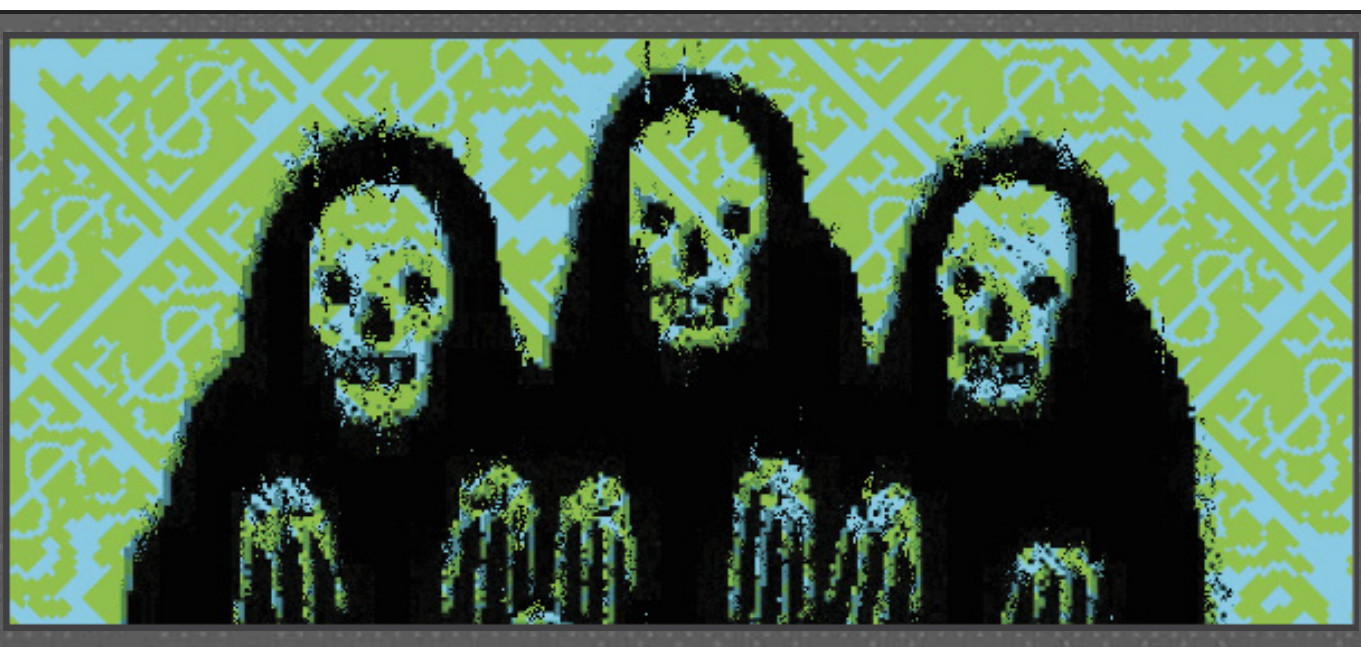
You're in! Now, who is this tool? Some basement troll and amateur swatter. Cycle to the camera on the shelf, and begin a little payback. The order you hack the various objects in Pr0-Lapz's room influences the outcome of your smackdown:

PLAN A

Start by calling 911, then hack the tower PC to upload the scary picture, causing Pr0-Lapz to scream. This worries the 911 operator.

BOTTOM DOLLAR

1. Acquisition—Operation Starter



LOCATIONS

- 1. Residential home, west **San Mateo**, **Silicon Valley**.
- 2. Bus stop, southwest **Palo Alto**, **Silicon Valley**..
- 3. Recreation plaza, northeast **Palo Alto**, **Silicon Valley**.

While scanning people of interest, you find one of three female DedSec hackers with a masked profile you can speak with. She remembers you from your drunken party actions. More importantly, she's been writing an exploit for the new ctOS-enabled ATMs. Want to give it a test run?

Hacker 1: Located in the garage of a corner building, two blocks northwest of the storm drain, in west **San Mateo**, **Silicon Valley**.

Hacker 2: Located at a bus stop, southwest **Palo Alto**, two blocks east of the storm drain, in **Silicon Valley**.

Hacker 3: Found under a covered recreation plaza area with brick flooring, northeast **Palo Alto**, in **Silicon Valley**.

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BOTTOM DOLLAR

2. Operation—Don't Bank On It

OBJECTIVES

- Test the exploit on ctOS ATMs.

BRIEF

We've got us an exploit that gives us full control over the new ctOS-linked teller system. We're curious to see what it can do, but we need someone to get inside and test it with actual customers. Care to volunteer?

LOCATION

- 1. Gas station, north of `Palo Alto`, west of Fury Track, `Silicon Valley`.
- 2. SV public parking garage, northeast `Palo Alto`, `Silicon Valley`.
- 3. `Stanford University`, `Palo Alto`, `Silicon Valley`.
- 4. Hospital building, two blocks west of Nudle Campus, `Silicon Valley`.
- 5. Plaza west of Christ the Light, `Oakland`.
- 6. Two-story apartment, Sausalito, `Marin`.
- 7. Cruise terminal building, northwest of ferry building, `San Francisco`.

There are seven locations where you can compromise a Blume ATM; the access panel may require parkour to reach (as listed below). Once you hack into the independent automated teller camera, you can view the customer you'll be exploiting.

After optionally determining whether you find the customer objectionable, you can start to hack the teller itself:

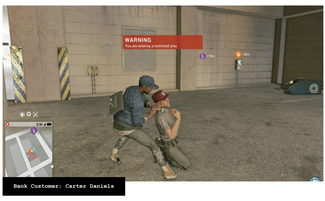
- The left part (under the customer's right hand) usually gifts the customer with a reward. This usually causes the customer immense satisfaction.
- The right part (under the customer's left hand) usually trolls the user, removing cash from their account (for example), or flagging them for fraud! These cause your victim to freak out.

After either (or a combination) of the hacks concludes, the network forces you out, and the exploit is complete. A subsequent hack point then becomes available, via your `DedSec app`. Simply find all of the following ATM network panels to complete this mission.

ATM Access 1: Visit the gasoline station north of `Palo Alto`, just west of the Fury Track, and check the back of the station building. Hack in and play around with Vincent Johnson's funds.

Bank Customer: Johnson, Vincent

ATM Access 2: In `northern Silicon Valley`, descend into an underground parking structure one block south of the El Camino Real Station, and find the hack point by a pipe, on one of the walls. Either obstruct or help Carter Daniels with his banking, and watch for bank security before the hack.



Bank Customer: Carter Daniels

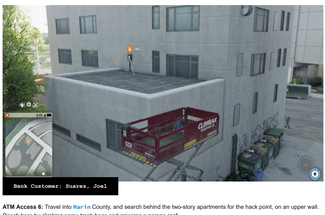
ATM Access 3: In the south-central part of `Silicon Valley` is the main `Stanford University` campus building. Climb the brick planters left of the stepped entrance. Climb the ivy-covered wall, around to the rear of the building, and head up (and across some AC units) to reach the hack point.

Bank Customer: Sandra Lee

ATM Access 4: A little farther southeast is your next hack point, on an upper wall near a large yucca tree on the blue and white hospital building. Head northwest, up a small grassy bank. This allows you to climb onto the structure and onto the roof. Work your way back, dropping down to the hack.

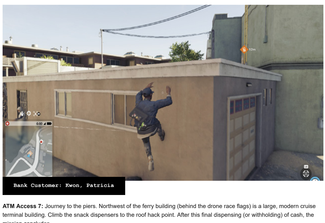
Bank Customer: Coleman, Jason

ATM Access 5: Travel to `Oakland`, to the small open plaza on the lake's north side, west of Christ the Light. Hack the Climbax Platform, riding it to the side of the building. Raise the mobile platform to reach the hack point on the roof.



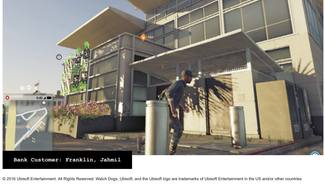
Bank Customer: Suarez, Joel

ATM Access 6: Travel into `Marin` County, and search behind the two-story apartments for the hack point, on an upper wall. Reach here by climbing some trash bags and crossing a garage roof.



Bank Customer: Kwon, Patricia

ATM Access 7: Journey to the piers. Northwest of the ferry building (behind the drone race flags) is a large, modern cruise terminal building. Climb the snack dispensers to the roof hack point. After this final dispensing (or withholding) of cash, the mission concludes.



Bank Customer: Franklin, Jahmil

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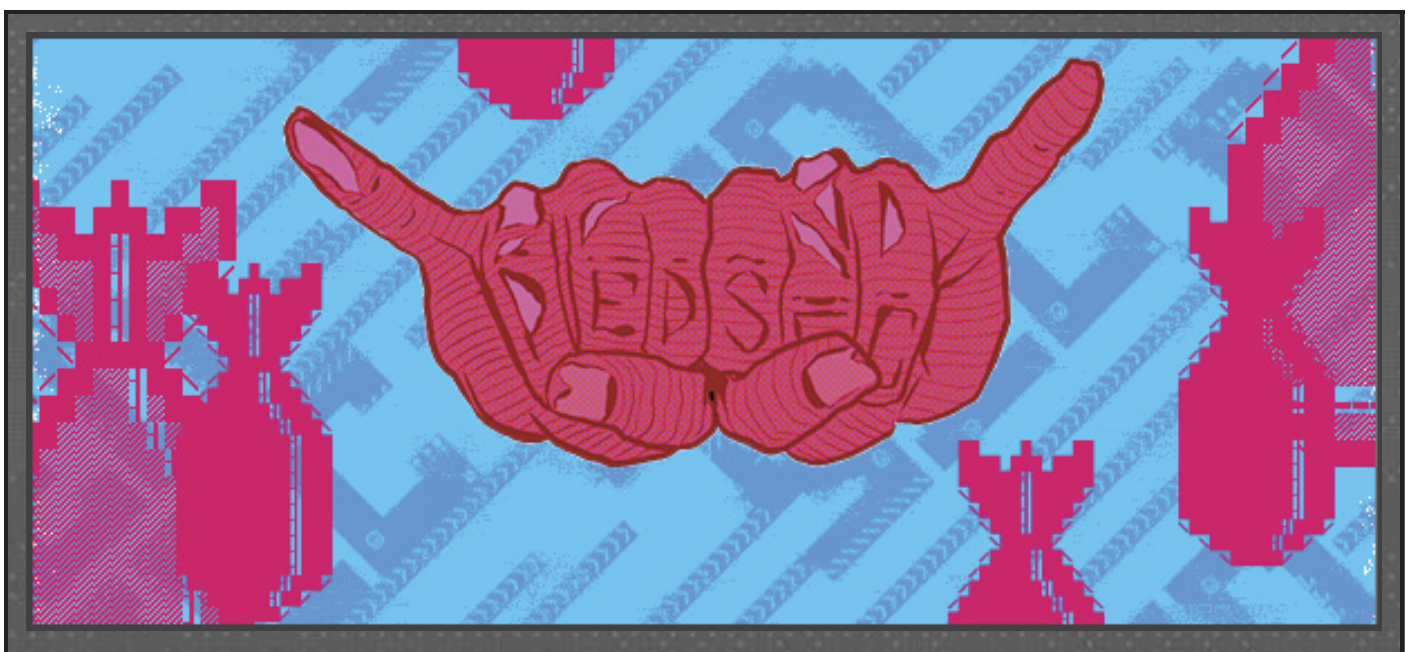
GHOST SIGNALS

1. Acquisition—Operation Starter



LOCATIONS

1. White cabin warehouse, north of Palace of Fine Arts, San Francisco.

2. Lamppost, white cabin warehouse area, north of HMP Studios, San Francisco.

3. Drainpipe on white mansion, due west of HMP Studios, San Francisco.

Speakers attached to three different objects close to the Golden Gate Bridge are giving off a particular (and strange) signal. Locate the signals at any of the following locations to begin this operation:

Operation Starter 1: The white cabin warehouse in the parking lot, along the water's edge, by the pier and due north of the Palace of Fine Arts.

Operation Starter 2: The corner of the awning in the northern quadrant of white cabin warehouses, west of the Palace of Fine Arts, north of HMP Studios.

Operation Starter 3: The drainpipe on the corner of the older white mansion-style building due west of Hook Motion Picture Studios.

Hack any of these Blume Exterior Speakers, and hack a chat regarding the 52-hertz whale, a song the NSA used as a honey pot for old school hackers back in the day. Someone is broadcasting the signals!

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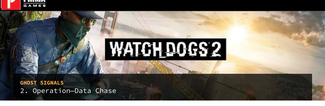


GHOST SIGNALS
2. Operation—Data Chase

OBJECTIVES

- Investigate the 52 Hz signal.
- Find a way out of the room.
- Locate the rooftop signal relays.
- Track the signal back to its origin (6).

BRIEF

We've picked up signals from Catcall—remnants of an early NSA anti-hacker operation. This dinosaur code is part of hacker history, so of course we went to go find where it's coming from...maybe even steal it.

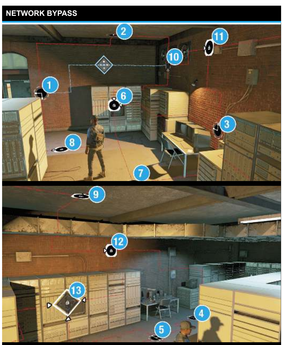
LOCATION

Fort Point, south end of the Golden Gate Bridge, **San Francisco**.

Check your map and head to **Fort Point**. Hack open the door on the ground floor inside the building, in the northwest corner (behind the metal stairs). Looks like you found 52-Hertz! Interact with the computer to initiate another chat. You're locked in and need to solve a puzzle to get out.

Hack the router by the door lock and begin the brain-melting Network Bypass hotspot. Restart the mission if you need to reset all the Network Bypass points. The solution is as follows:

NETWORK BYPASS



1: Turn x2.

2: Turn x1.

3: Turn x3.

4: Turn x2.

5: Turn x1.

6: Unlock. Turn x3.

1: Turn x1.

7: Turn x1.

8: Unlock. Turn x1.

2: Turn x3.

6: Turn x1.

9: Unlock. Turn x1.

3: Turn x1.

4: Turn x2.10: Turn x1.

11: Unlock. Turn x1.

12: Unlock. Turn x2.

3: Turn x3.

6: Turn x1.

4: Turn x3.

5: Turn x1.

11: Turn x1.

3: Turn x2.

13. Unlock. Puzzle complete.

With the Network Bypass hotspot solved, hack open the door and leave. Time for the second half of the puzzle—a hacking trail to follow. Use your drone if you can't get close enough to hack each signal yourself.

Signal 1: Head up the metal stairs inside **Fort Point** to the roof. Move to the roof's western edge, and gaze up at the Golden Gate Bridge. The first router to hack is on the girders of the bridge. Hack it, using the Quadcopter and the second location appears.

Signal 2: Take a vehicle and drive to the area under the Golden Gate Bridge where the signal is. Send up your Quadcopter, if you need to, and hack the router on the girder.

Signal 3: The third signal is also on the Golden Gate Bridge, below a lamppost (on the bridge), above the road below. Follow and hack it.

Signal 4: Drive to the circular information building at the south end of the Golden Gate Bridge with the American flag. The next signal is on the roof of this low building. Use a drone, or climb up (via the planters), or hack from a distance.

Signal 5: Cross the road heading southwest, moving to the corner of the red and sand-colored warehouse building. Find the signal on the corner of the roof.

Signal 6: The final signal is on the corner of the roof of the white mansion attached to the nearby cemetery.

DedSec chimes in about taking bets you'd get caught. But the puzzle is complete: Now to erase any trace you were here.

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GHOST SIGNALS

3. Operation—Whiteout

OBJECTIVES

- Erase traces of DedSec's presence.

BRIEF

The Catcall trap has led us into **Fort Point**. We need to make sure any traces of DedSec's presence are wiped from the NSA hardware.

LOCATION

- Cemetery building, south of **Fort Point** and Golden Gate Bridge, **San Francisco**.

Return to the cemetery building, and locate the ctOS box close to where you found the sixth signal. Hack it, and simply hack the tablet attached to the server inside the building. You're now the 52-Hertz master! After erasing your tracks, the mission concludes.

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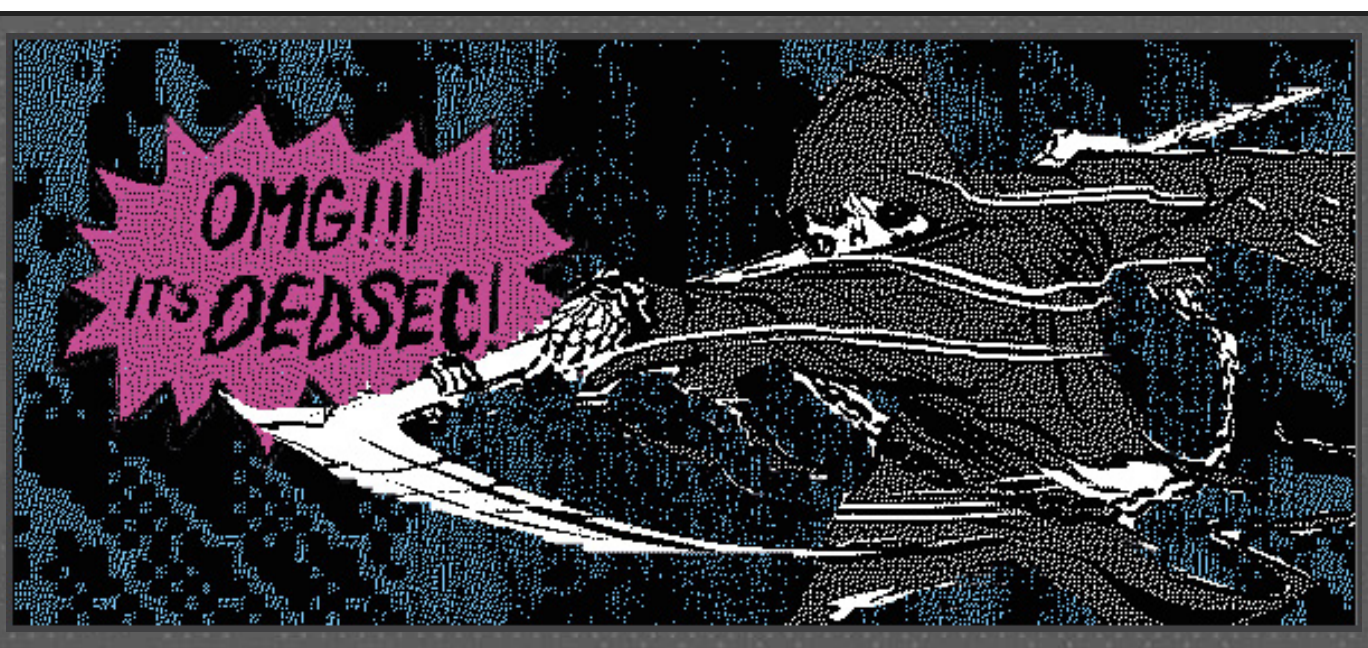
INFECTED BYTES

1. Acquisition—Operation Starter



LOCATIONS

1. Under the freeway, by the homeless camp, between Mission Dolores and South Parks, San Francisco.

2. By the Café Baroque, in the plaza one block southeast of the Transbay Center, San Francisco.

3. On an upper gantry platform and ladder under the freeway bridge, above Axle Boardshop, San Francisco.

A strange virus appears to be propagating through a ctOS mobile patch. There are three possible operation starters with this infection, and it's only necessary to find one of them. Locate an infected phone at any of the following places to begin this operation:

Operation Starter 1: A citizen standing under the gas station sign near the homeless camp, midway between Mission Dolores and South Parks.

Operation Starter 2: A citizen in the plaza just one block southeast of the Transbay Center, standing in front of the Café Baroque.

Operation Starter 3: A citizen standing on the gantry access ladder to the freeway bridge, above the Axle Boardshop. Use the stairs to the southeast to reach the gantry balcony, and cross to the ladder. Or stop at the freeway above and use the ladders to descend.

Hack any of these citizens to read a chat or e-mail exchange, which appears to also infect your DedSec phone with the Zombi2 virus. This is the work of HaDoCk, a Bay Area hacking legend. You can see some of the phones the virus infected before yours; you decide to track them to find the source.

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INFECTED BYTES

2. Operation—Phone Tag

OBJECTIVES

- Hack the Zombi2 infected phones (3).

BRIEF

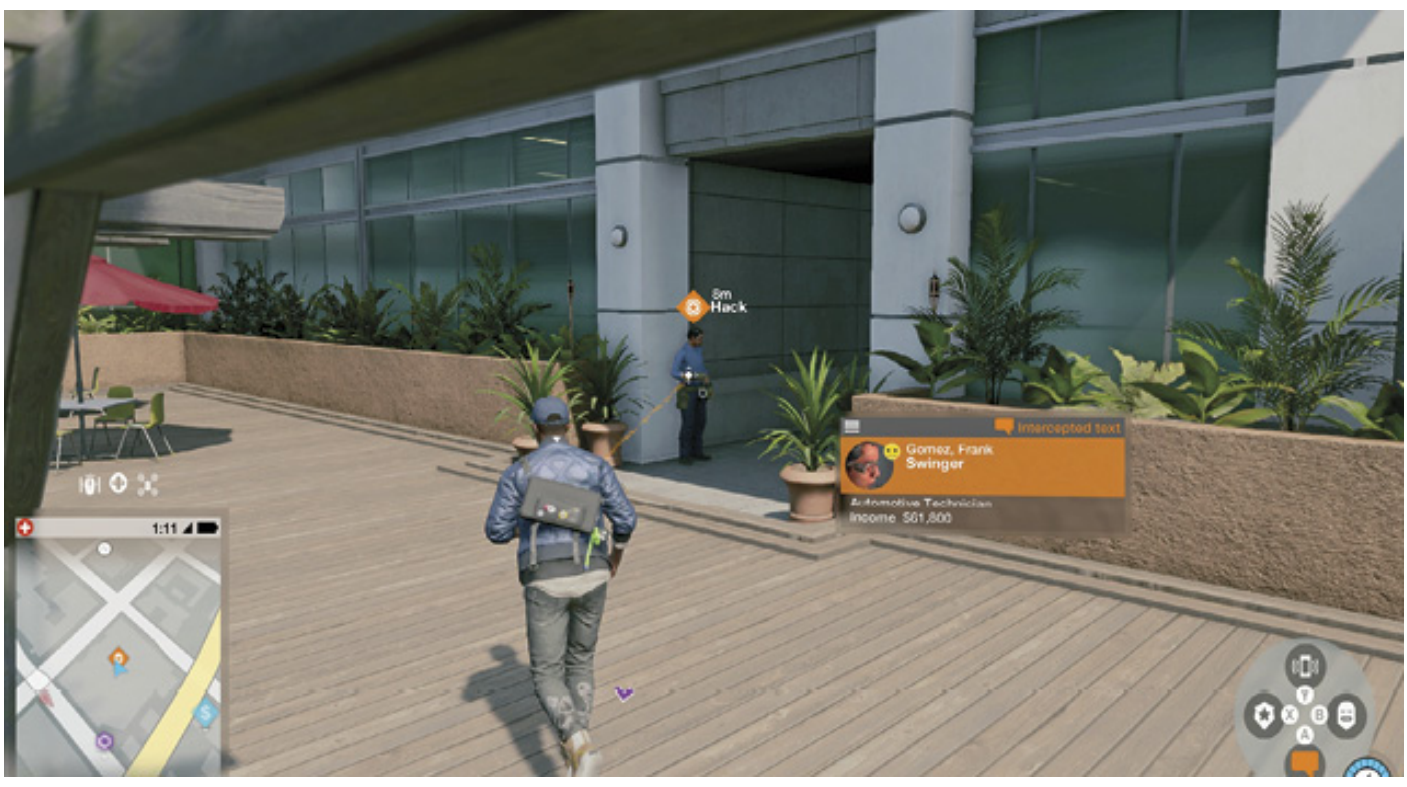
HaDoCk's Zombi2 virus is propagating through a ctOS mobile patch. If we can find infected phones and track the app updates back to a single source, we might find HaDoCk.

LOCATION

- 1. Small office plaza close to the freeway bridge, one block north of the Axle Boardshop, San Francisco.
- 2. Clock tower roof, two blocks northwest of South Park, San Francisco.
- 3. Brick building roof, three blocks southeast of Transbat Center (just northwest of a gang hideout), San Francisco.

Scour the local district for three additional citizens carrying infected phones. You must find and hack all three, in any order you like (though the order presented is optimal). Instead of manually climbing to each location, fly the RC Drone to do the hacking.

Infected Phone 1: In the small office plaza just north of Operation Starter 3. Simply climb up the low-roof buildings to the south of the objective point, and up to a concrete plaza with a citizen to hack.



Infected Phone 2: On the roof of the clock tower, adjacent to the freeway and two blocks northwest of South Park. Look up to pinpoint the citizen by the clock tower on the roof, then head into the central alley into a courtyard where a scissor lift is located. Ride the lift up to the roof, and hack your target.

Infected Phone 3: On the brick building roof two blocks southeast of the Transbay Center. Locate the brick building by the street with the red bus lane painted on it. Ascend the concrete steps, jump the planter, grab the iron balcony, hop over to the ladder, and climb to the roof.

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INFECTED BYTES
3. Operation—Device Zero

OBJECTIVES

- Track the Zombi2 malware source.
- Objective
- Objective
- Objective
- Objective

BRIEF

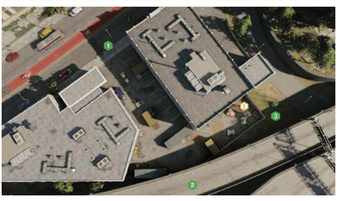
Check it: the timeline of Zombi2's malware updates leads back to a single phone. Whoever has it may have a link to HaDoCk.

HOSTILES

- 580s Street Gang

LOCATION

- Gang yard hideout (580s), parking lot three blocks southeast of Transbay Center (by freeway overpass), San Francisco.



If you followed the order of tracking the three previously infected phones, the location of the malware source is simply across the road to the southeast. When you follow the malware code to its source, it seems to be hidden within a restricted area controlled by the 580s, close to the freeway off-ramp three blocks southeast of Transbay Center. Closer inspection reveals a more cunning method of tracking this virus—one without the need to engage hostiles.

☰ Infiltration Points

1 Gang Yard Fence (Northwest):

By the street is a tall mesh fence with a vehicle-sized opening. This allows you easy access into the yard, though the five hostiles can easily spot you if you're not careful (or subtle).

2 Freeway Overpass (South):

You can stop your vehicle on the off-ramp of the freeway overpass. Make a daring drop into the rear of the yard, allowing you to circumvent the hostiles with an accurate fall into the homeless camp to the rear (southeast) of the area.

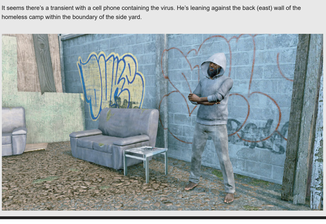
3 Rear Wall (East to South):

You can climb over the sections of barbed-wire and concrete wall to the rear of the side yard if you park a tall vehicle next to the wall.

POIs and Objective Points

Transient

It seems there's a transient with a cell phone containing the virus. He's leaning against the back (east) wall of the homeless camp within the boundary of the side yard.



PATHS TO COMPLETION

Facing the 580s is certainly a possibility, but completely ignoring them is also an easy method of objective-completion too.

NO FIGHTS, JUST FLIGHTS

GHOST=80%, TRICKSTER=10%, AGGRESSOR=0%

RECOMMENDED

It's possible to sneak in through the gap in the mesh fence, using the parked vehicles as cover. Start to choke (or tase) each gang member as you work your way to the rear of the yard. Pick up the collectible on the crate to the right of the junction box as you go (right side of the window, near the long blue metal construction office).

SEEING THE SIGHTS

GHOST=0%, TRICKSTER=100%, AGGRESSOR=0%

RECOMMENDED

There's little need for combat; just launch your drone close to the east wall, hover it above the restricted area, and hack the transient remotely.

VIOLENT FIGHTS

GHOST=0%, TRICKSTER=0%, AGGRESSOR=100%

Outside of mayhem on the ground involving automatic weaponry and possible vehicular manslaughter, you can also lob projectiles or snipe from the elevated freeway off-ramp or the roof of the brick building across the road (to the northwest) where you discovered one of the infected cell phones.

After finding the "device zero" on the homeless guy, you realize HaDoCk isn't playing around and wants DedSec to back off. Josh launches a cleaner and the mission concludes.

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HIGH PRICE TO PAY

1. Operation—Sneak Peek

OBJECTIVES

- Hack Bobo Dakes' phone in **San Mateo**.

BRIEF

We've got us an exploit that gives us full control over the new ctOS-linked teller system. We're curious to see what it can do, but we need someone to get inside and test it with actual customers. Care to volunteer?

LOCATION

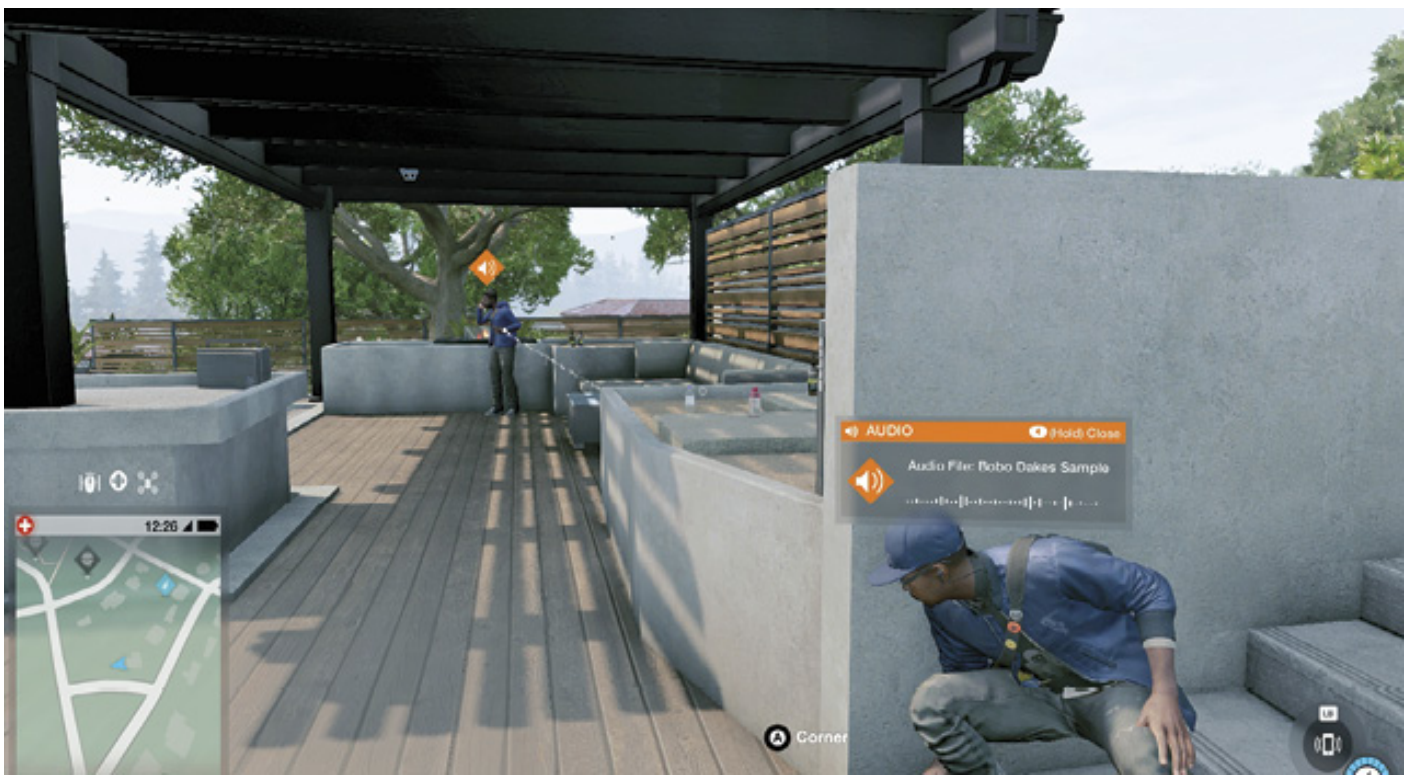
- Bobo Dakes's mansion, **San Mateo**

SPECIAL UNLOCK REQUIRED

In order to access this, you must complete Main Operation: A **Walk in the Park**.

After you've found the guy in Mission Dolores Park who lets you know about Bobo Dakes during Main Operation: A **Walk in the Park**, you discuss a way of getting back at the parasite Gene Carcani. While the rest of DedSec makes a soundboard of Bobo Dakes's voice, you're to head to **San Mateo** and meet the man himself—or rather, hack his phone. Follow the GPS to Bobo's rented mansion, and use **NetHack** to pinpoint his exact location. The man seems a little preoccupied: You can:

- Plan 1: Hop over the fence, remaining at range (around 20 meters), and hack his phone before escaping.
- Plan 2: Remain outside the mansion grounds, hack one of the cameras, and hack him remotely.
- Plan 3: Wandering up to him is also a plan, but getting in and out is preferable.



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OBJECTIVES

- Hack into Gene Carcani's mansion.

BRIEF

Carcani has been waiting for a call from Bobo Dakes to seal the exclusive record deal. Why don't we trick him into thinking he's got it and then kick him right in the wallet?

LOCATION

- Gene Carcani's mansion, **San Mateo**.

Now that you've got one of Bobo's new music tracks, it's time to use it as a bargaining chip against Carcani. His mansion is just up the road, so track the waypoint and follow it to the house. Locate the ctOS junction box on the side of the garage and access it. You're in!

Watching Carcani remotely, pan the camera around his living room and uncover the following hackable objects:

- Blume R300 Laptop (built-in bookcase, right of the fireplace) to upload a virus to.
- Blume 9600 Turbo Desktop PC (on the desk, right side of room) to upload a virus to.
- Carcani's **smartphone** (carried by Carcani) to hack and call. Do so, and with careful use of Bobo Dakes's soundboard, you fool Carcani into believing he's speaking to the real Bobo and that the rapper is taking him up on his offer. You upload the track you stole from Bobo to Carcani's phone, after which payment is made. Afterward, your soundboard choices are a little…awkward, and Carcani realizes he's been both fooled and hacked.

However, you're able to escape, complete this operation, and fund leukemia research to the tune of 20 million dollars.

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THE NAME GAME

1. Acquisition—Operation Starter

LOCATIONS

1. Karaoke bar exterior, east of the coffee shop, Japantown, **San Francisco**.
2. Street corner hippy shop, near parking lot between **Fisherman's Wharf** and Pier 39, **San Francisco**.
3. Starter Oil Company Gas Station, one block south of Palace of Fine Arts, **San Francisco**.

The few payphones still left in **San Francisco** are being hacked with hardware devices; you'll have firsthand knowledge of this if you answer any of the phones located in the following areas (pick any one to begin this operation):

Location 1: By the karaoke bar, just east of the coffee shop across the pedestrian plaza in Japantown, **San Francisco**.

Location 2: Near the parking lot, by the hippy shop, one block south of the water's edge, between **Fisherman's Wharf** and Pier 39 in north **San Francisco**.

Location 3: On the gas station store, Starter Oil Company Gas, across the freeway and south of the Palace of Fine Arts.

Listen to one of these phones (by hacking it), and you realize someone is doxing DedSec members. Time to track the other end of the call.

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THE NAME GAME

2. Operation—Wrong Answer

OBJECTIVES

- Hack the rigged pay phones (3).
- Locate the one near Lombard Street.
- Locate the one near Union Square.
- Locate the one near Civic Center.

BRIEF

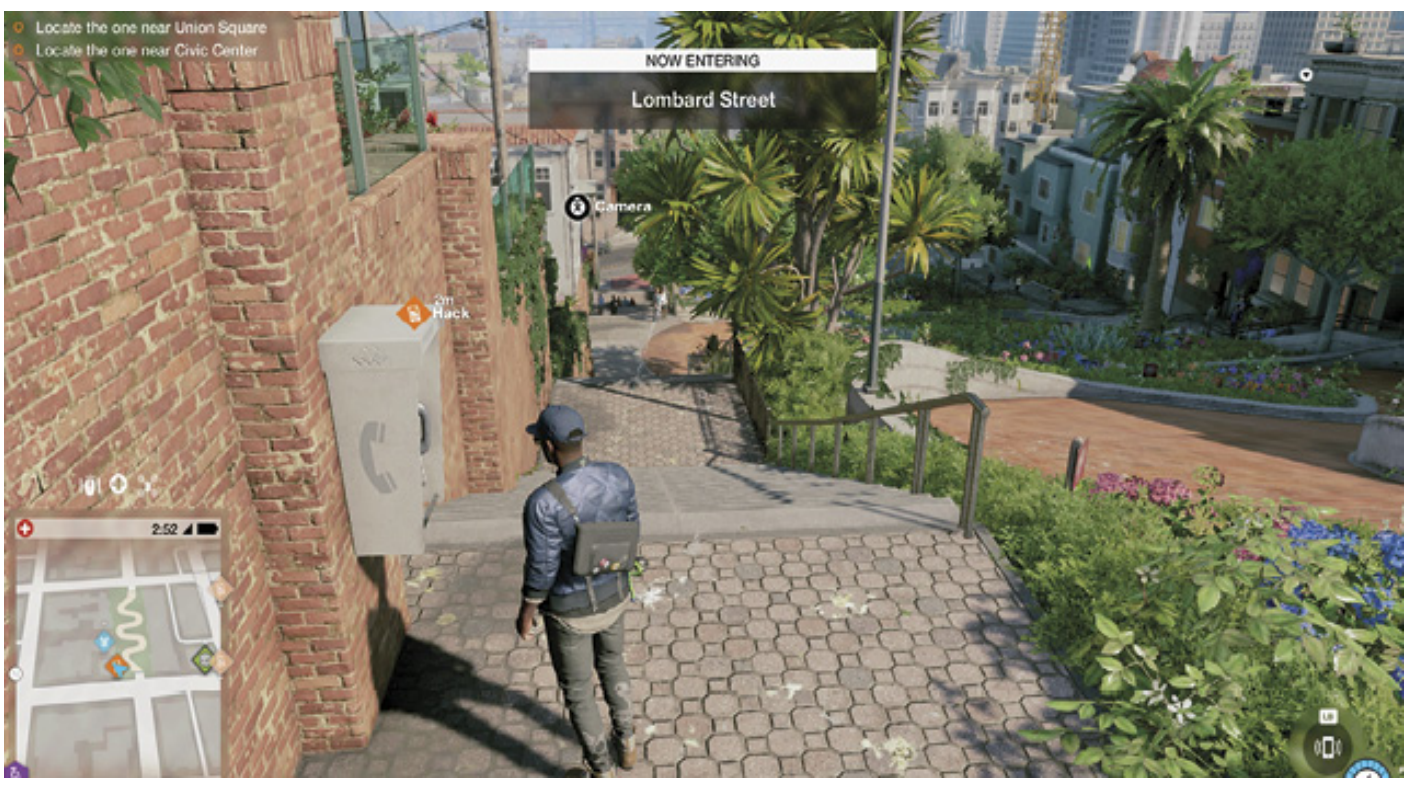
Somebody's hacking pay phones to ring all at once, a recording of doxed DedSec members on the other end. We're going to install a MITM (Man-in-the-Middle) hack to several of the modified phones to see if we an track these a**holes back.

LOCATION

1. Top of Lombard Street, San Francisco.
2. North-central area of Union Square, San Francisco.
3. South-central area of Civic Center park, San Francisco.

Locate the following three phones, in any order you wish, though the order presented in the objectives is optimal. In each case, the general location of the phone appears on your Nudle map, but these disappear when you get within visual distance of the objective. At that point, use NetHack view to spot the objective.

Phone 1: Head to Lombard Street, and hack the phone at the top of this famous winding road.



Phone 2: Locate Union Square, and find the pay phone just north of the square, by the donut shop.

Phone 3: Arrive at Civic Square, and investigate the city-block-sized park area between the fancy buildings. The pay phone is on the street to the northwest of the park.

In each case, the calls seem to be hijacked by a doxing device. Though it's small-scale now, it has the potential to ruin DedSec.

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THE NAME GAME

3. Operation—On The Line

OBJECTIVES

- Hack the doxer's device.

BRIEF

DedSec has tracked the phone doxes back to a wireless device. We're hoping it will lead us one step closer to finding the trolls behind this operation.

LOCATION

- Roof of Victorian apartment block, Castro District, San Francisco.

Two blocks south of the Civic Center park, near the large pride flag in the Castro District, is a block of Victorian apartments. You can reach the relay antenna in one of two ways:

- **On foot:** Head up the steps from the north (heading south), looking right (west) and hopping over a narrow planter and wooden fence to reach an inner courtyard. Climb the shed and AC units to the upper roof and objective.
- **Via RC Jumper:** Utilize the RC Jumper, and follow the same route. Or stay by your vehicle and send the drone up to hack the objective, which is much quicker.

The roof's AC duct has a relay antenna placed on it. Quickly hack this and find the source of the doxing.

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THE NAME GAME

4. Operation—Operator Speaking

OBJECTIVES

- Trace the doxer's transmissions.

BRIEF

The receiving device has finally given us a trail to the operator behind the DedSec doxing. We're not just going to shut them down; we're going to make sure they get a spanking for their efforts.

LOCATION

- Spanish Revival–style home, Presidio, one block east of Palace of Fine Arts, San Francisco..

It's a straight shot north to the Presidio District and a Spanish Revival house facing the Bay, one block east of the Palace of Fine Arts. Head into the back garden, where you'll see the ctOS box is linked to a security router. Hack the router, and solve the following Network Bypass hotspot (most of which is at the front of the house). This is a lot easier if you're using the Quadcopter:

NETWORK BYPASS

```
1: Leave alone.

2: Turn x2.

3: Turn x2.

4: Turn x2.

5: Unlock. Turn x1. Reboot in 35 seconds.

6: Turn x2.

7. Unlock. Turn x3.

8. Turn x2.

4: Turn x3.

9. Unlock.

5. Turn x1.

10. Unlock. Puzzle complete.
```

Climb atop the cement block and onto the shed, then the garage roof, so you can access the ctOS box (physically or using the RC Jumper). Inside the house is a server room. Hack the laptop for the access code, then erase the DedSec names on the A100 server unit. You also uncover an e-mail letting you know Prime_Eight is behind this, and she was going to hijack the airwaves to broadcast the names. Why not pay her back in exactly the same way?

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WATCH_DOGS 2

THE NAME GAME

5. Operation—Rogue_Radio

OBJECTIVES

- Hack the transmitter on the tower.

BRIEF

We raided the apartment of a Prime_Eight skiddie and found evidence that they're planning to go bigger with the dosing, hacking local radio signals to broadcast our names. We've got a surprise for them—a little tampering and we'll make sure the names they broadcast are their own.

HOSTILES

- Umeni Security Corps

LOCATION

- Radio Mast compound, Yerba Buena Island, San Francisco.

Head across the Bay Bridge to Yerba Buena Island, and locate the small hilltop compound in the woods above the freeway tunnel. The guards who patrol this place are very heavily armed with faction forces, so use extreme caution.

☰ Infiltration Points

1 Northwest Entrance:

The gap in the fence to the northwest follows the road into the compound and allows you to store the area using vehicles (or steal any of the trucks parked in here and use them to escape). Expect heavy fire if you're aggressive—sneak in here instead.

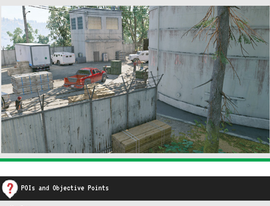
2 Dog Pen (East):

The pen is empty. This is a good place to infiltrate, as you can quickly take all the dogs, and climb onto the stacked pallets and onto the roof of the building to the southeast.

3 South Entrance: This is much like the north entrance—heavily guarded—though sneaking in and stepping to the right (east) allows you to work your way to the southeast building roof or dog pen without being spotted. There's also a heavily armored MRAP truck parked to the left; this is great for seeking protection if the infiltration turns violent.

4 Silo Gap (West):

Adjacent to the giant circular silo and fence is a gap to utilize. Either by taxing or sniping outside the restricted area or by infiltrating and using the objects in the northwest corner of the yard as cover.



❓ POIs and Objective Points

Key Data

Found in a suitcase in the eastern part of the compound, adjacent to the objective, at the base of the radio tower.

Building Security Router Unit and Radio Tower

The objective is adjacent to the key data suitcase for this area, at the foot of the inaccessible hut with the radio mast above it, in the northeast area of the compound. Also be aware you must hack the tower mast to activate it. You must do this using the drone, ideally after fleeing to safety.

PATHS TO COMPLETION

Infiltrating and tasing (or choking) everyone is almost impossible, so a stealth approach should also include permanently removing foes using a suppressed weapon after you subdue them. Here are some tried-and-true plans:

A THE STEALTH GAME

GHOST=60%, TRICKSTER=0%, AGGRESSOR=40%

RECOMMENDED

Start outside the north entrance and tase the guard standing there, ensuring no one else sees this. Head south around the small warehouse building (**A.1**) and look west, tasing the guard near IP3. Then creep around the MRAP (big military vehicle) and throttle the guard here. Use suppressed weapons on both of them afterward so they don't wake up.

Climb the southeast warehouse building that the dog pen is attached to (**A.2**). Now use quick, accurate taser shots, taking down the patrolling guard close to the silo using the junction box; then tase his friend from the roof you've on. Mop up the rest next. Violence may then occur.

Other options are to run around the perimeter, tasing and then moving (though the foes wake each other up), or using your suppressed weaponry for a more permanent solution. You can also shoot through the gaps in the metal fencing, too.

A FORKLIFT CLAIM

GHOST=20%, TRICKSTER=80%, AGGRESSOR=0%

RECOMMENDED

There's usually a forklift by the dog pen. Drive it out of the adjacent gap in the fence, outside the restricted area, then north to the fence by the objective. Stand on the forklift and use it to get over the fence. Then drop down to secure the objective. Leave via creeping around to the north exit.

REMOTE HACK TO THE MAINFRAME

GHOST=0%, TRICKSTER=100%, AGGRESSOR=0%

RECOMMENDED

Move to the northeast area of the fence outside the restricted area. Drop in the RC Jumper, and weave it in through the gap where the dogs are penned, around the base of the radio tower building. Hop onto the pallets to remain hidden. Dart around the pallet to the objective, and hack. The tower hack requires the Quadcopter.

You can also use the voice command on the RC Jumper to coax foes out of the restricted area, ideally to the other side of the perimeter fence, to your waiting arms or a taser. It's possible for other foes to see this and investigate without raising the alarm. You can continue to "pile up" the foes until you've neutralized most or all of them. Then lay an explosive on the pile afterward. You know, just to be sure.

THE MAIM GAME

GHOST=0%, TRICKSTER=0%, AGGRESSOR=100%

Taking out as many guards before mayhem occurs is the best plan, so creep onto the roof of the southeast warehouse. Lob in a bomb in one area and detonate it (using the cameras if it's too far to do it visually). Start using rapid-fire weapons or your grenade launcher in another. Stand on the AC unit atop the warehouse to ensure your shots hit home. Sprint to the MRAP and use it to mow down stragglers.

After hacking the wall server unit and then using the drone to hack the radio tower directly above it, the operation concludes.

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PAINT JOB

1. Operation—Daknews

OBJECTIVES

- Meet Sitara on the roof near Pier 39.

BRIEF

Feel like you're up for a challenge? Try out this bit of real estate.

SPECIAL UNLOCK REQUIRED

This operation is unlocked once you complete Main Operation: CyberDriver. You can attempt it at any time.

LOCATION

- Office roof, one block south of Pier 39, San Francisco.

You speak to Sitara about her graffiti skills and want in on the street art. She agrees to meet and teach you the ways of daubing DedSec design across the Bay Area. Reach the two-story brick offices with the large billboard atop it. Access the roof by hopping into a scissor lift in the parking lot to the east. Raise it near any side of the building, and jump from it onto the roof.

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PAINT JOB

2. Operation—First Steps

OBJECTIVES

Tag the first set of high paints (3).

BRIEF

You don't need handholding, do you? Go tag something!

Speak to Sitara, who has a total of 12 hot spots around the Bay Area for you to brighten up with some DedSec graffiti. At each hot spot, you must figure out how to ascend to the location (usually a billboard or wall space, as shown) and paste on a giant piece of art for all to see. Gather Followers along the way. The office roof you're on isn't part of the 12 hot spots.

Visit the hot spots in any order you wish. The guide has grouped them in the order you receive them from Sitara, in the optimal path compared to your current position.

LOCATION 1: HAIGHT-ASBURY LEGS

LOCATIONS

1. Above the Haight-Asbury Legs, two blocks west of **Painted Ladies**, **San Francisco**.

Find the Haight-Asbury legs sticking out of the window, and look northwards, one block east of there (the rainbow-colored store front should be on your left). Look for a Scissor Lift. Board it and ride it around to the area in front of Maverick Ink, next door to the Legs. Raise the lift, step onto the roof, and climb across the roof garden to the hotspot.

LOCATION 2: NUDLE BILLBOARD, PARKING STRUCTURE

LOCATIONS

2. Gray concrete parking structure (inaccessible interior), one block south of Nudle Campus, **Silicon Valley**.

Drive a tall vehicle (such as a taco truck) under the stepped awning at the southeast area of the block, climb on its roof, and then onto the awning.

OR

Locate the brick patio in the northwest part of the block, and the ladder near the tree, right of the closed brown store. Climb the ladder, turn left, and work your way southeast, crossing an awning, climbing to a taller concrete roof, running around the lip

of the roof to a ladder, climbing the ladder, then dropping down and moving around to the southeast awning.

From the awning, head to the locked roof door and small mesh fence. Produce your **RC Jumper**, drive it through the hole in the concrete barrier supporting the mesh fence, and unlock the Closed Circuit Terminal. Open the door, climb to the hotspot billboard.

LOCATION 3: KODAPRINT BUILDING

LOCATIONS

3. Above the Haight-Ashbury legs, two blocks west of the **Painted Ladies**, **San Francisco**.

Drive a truck with a cab, or another high-roofed vehicle, into the container parking area in the northern part of the block. Park it under the corner camera and climb up the vehicle, onto the low roof, moving south to the window-washing lift. Lower the lift, step into it, ride it to the roof, and cross the roof to the hotspot under the "K" sign.

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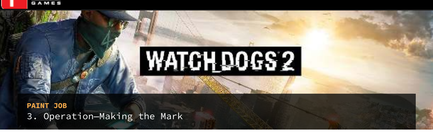

PAINT JOB

3. Operation—Making the Mark

OBJECTIVES

- Tag the first set of high paints (3).

BRIEF

Looks like you're ready to up your game. Up for some tricky tags?!

Sitara lets you know where five additional locations are. Each is ready for tagging, if you can reach them

LOCATION 4: LOMBARD STREET

LOCATIONS

- 4. Above the Haight-Asbury Legs, two blocks west of `Painted Ladies`, `San Francisco`.

Head to the construction area east and a little south of `Lombard Street`, and control the crane, lowering the payload platform box

to the ground so you can step into it. Raise it up, and extend the payload box westwards, onto the roof of the lilac-colored victorian tenement building. Step onto the roof, and work your way westwards and upwards (with `Lombard street` to your right) to a window-washing lift. Lower the lift, step on it, raise it and step onto the billboard platform.

LOCATION 5: OFFICE TOWER

LOCATIONS

- 5. Office tower one block southwest of Haum Data Center, `San Francisco`.

Begin at the southern corner of the block with the office tower on it. Head up the stairs to the patio area. Produce your `RC Jumper`, and use it to leap the metal fencing, so you can reach the Closed Circuit Terminal. This allows access to the window-washing lift on the southeast wall of the tower. Lower it. Jump inside, and raise it. Step off, head around the ledge to the hotspot.

LOCATION 6: CLOCKTOWER

LOCATIONS

- 6. Clocktower one block north of `Oakland` Superior Court, `Oakland`

Enter the alley on the east side of the block, near William Finn `clothing`. Step into the scissor lift, and drive it to the end of the alley (brick wall). Raise the lift, and step onto the roof above the brick wall. Climb the ladder to the left. Turn left (south) atop the ladder, and run along the metal balcony, and onto the slightly-higher gravel roof and construction area.

Head all the way to the (southern) end of the roof, turn right and climb on the stack of wood, up the brick wall and around to the south corner of this rooftop area. Climb the small brick roof structure to the top, looking east, and run across the wooden planks, leaping to the east roof area and base of clocktower. Climb the scaffold and wood to your right, until you're directly under the window-washing lift fixed to the top of the tower. Lower it, step into it, raise it and step out onto the hotspot.

LOCATION 7: RETAIL OFFICE ROOF

LOCATIONS

- 7. Concrete retail office block, one block west of (and across the freeway from) the Blume Arena.

Start at the east corner by the freeway offramp and closed "Brewsed Up" coffee shop. Head down the coffee shop alley to the ladder and climb up. Continue to ascend to the locked door. There's a Closed Circuit Terminal but you can't climb up to reach it. Instead, use the `RC Jumper` and drive it into the vent duct in the brick area of the roof (left and around the corner from the door. You almost immediately appear on the other side of the door. Drive past the ladder, onto the duct above the alley below, bounce up the AC units, and onto the higher roof. Trundle and unlock the CCT.

As Marcus, peform the same route, then head southwest up the short and wide metal steps. At the western corner of the building look and jump right, onto the curved glass awning, and work your way past the large potted trees, all the way around the edge of this building (clockwise) to the hotspot.

LOCATION 8: MILLENNIUM OFFICE BLOCK

LOCATIONS

- 8. Office block at the southwest end of the Millennium building, `Palo Alto`, `Silicon Valley`.

Drive a vehicle to the northern corner of the block, stand on its roof and jump to the three stepped scaffold platforms, and onto the roof of the Millennium building. Head southwest to the AC units and ducts on the wall of the office block, near the window-washing lift you can't access. At the foot of the AC units, produce your `RC Jumper`, and bounce it up the units, the duct, open the vent, and scoot inside, `driving` the Jumper up through the vent duct. Jump out, onto the office block roof, to the Closed Circuit Terminal, and unlock it.

Access the window-washing lift, and lower it to ground level. Drop to the ground, step on the lift, and raise it to the roof. Cross the roof head down the exterior ladder to the east, and onto the billboard platform.

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PAINT JOB
4. Operation—Master Class

OBJECTIVES

- Tag the third set of high points (4).

BRIEF

Now that you're in the zone, think you can handle the Bay Area's toughest tags?

Sitara is impressed, but you're just getting started: Find the next four locations and start your tagging.

LOCATION 09: CATHEDRAL

LOCATIONS

- 9. West side of the cathedral, north of park, three blocks northwest of North Beach, San Francisco.

Face north, looking at the Cathedral. Head along the alley to the right (east) of the green victorian house to the right of the cathedral front. Make a right, running to a side garden at the base of the green cathedral wall. Hack the window-washing lift and drop it to the ground. Step on it, and raise it to the cathedral roof. Run counterclockwise around the roof, over the AC units and ducts, to a second window-washing lift. Ride it down to the hotspot.

LOCATION 10: FREEWAY BILLBOARD

LOCATIONS

- 10. Warehouse roof by freeway, two blocks west of South Park, San Francisco.

Drive roughly northwards on the freeway, until you see the clocktower in the distance (on your right). Crash through the cones, leaping from the freeway and landing your vehicle on the brick warehouse roof, and use the solar panel ramp to fly across onto a subsequent set of warehouses where the hotspot is located.

LOCATION 11: PLAZA ROOF ABOVE COFFEE SHOP

LOCATIONS

- 11. Roof above plaza with 10 Donuts coffee shop, two blocks west of Oakland City Hall, Oaklan

Locate the scissor lift parked on the third floor of the partly-finished parking lot (north edge of the city block). Fly up or use cameras to access it, and drive it off the third floor, onto the ground below. After getting into it, either:

Position it next to the parking lot where it fell, raise it up, and hop off on the third floor of the northern end of the parking lot, and head south, up the metal stairs and into the restricted area.

OR

Drive the scissor lift into the plaza to the south, stopping close to 10 Donuts, raising the lift so you can step onto the high ledge with the ladder leading to the roof just under the hotspot. Work your way round to the restricted area.

Use the RC Jumper or yourself to unlock the Closed Circuit Terminal in the middle of the top floor of the covered parking lot. Beware of three 580 Gang members; they are easily distracted and throttled, tazed, or shocked using a transformer vault.

Now head up the ladder to the south, hack the door you needed the CCT to open, pass the electrical transformers, up the ladder, and around to the hotspot.

LOCATION 12: CONSTRUCTION SITE

LOCATIONS

- 12. Construction area one block east of Pacific Renaissance Plaza, Oakland.

You begin by entering a small Restricted Area with up to seven Umeni Security guards. A recommended infiltration point is the covered stairs to the northwest (heading southeast). Climb right, and throttle foes in the partly-constructed wall area, Then head to the right of the crane, and pick off remaining foes using phone calls and tazering or melee combat.

Then control the large crane, descending the payload box to the ground. Step into the box, raise it to the highest roof section. Step off, and head to the hotspot.

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PAINT JOB

3. Operation—Yeah, Right

OBJECTIVES

- Reach the Golden Gate Bridge.
- Deface the Golden Gate Bridge (4).

BRIEF

Haven't you always wanted to drop some art on the Golden Gate Bridge? Well? What are you waiting for?

LOCATION 13: GOLDEN GATE BRIDGE

LOCATIONS

- 13. Golden Gate Bridge (south tower), San Francisco.

Sitara calls to congratulate you on your performance, but your tagging is only just beginning! There's one final, madcap antic you need to perform: advertising DedSec on the Golden Gate Bridge!

- **Tag 1:** When you reach the south tower, disembark and stand at the base of the west footing and look up. Call down the lift and ride it up. Get off on the red gantry. Climb the ladder, and tag the first span.
- **Tag 2:** Climb the ladder to the gantry above the east footing area. Move to the north part of the gantry. Look up, call down the lift, and ride it up. Get off, drop down to the second span, and tag it.
- **Tag 3:** Climb the ladder to the gantry above the west footing. Move to the west part of the gantry, and call down another lift from above. Ride it up to the third span. Get off, and tag this span.
- **Tag 4:** Move to the eastern part of the gantry attached to the east footing. Look up and call a final lift to take you to the top of the bridge tower, where your fourth and last tagging takes place. Then climb back on the lift and jump off! There's no hay bale to cushion your landing, only water, but the drop is survivable! This operation now concludes.

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PINK SLIPS

1. Acquisition—Operation Starter

LOCATIONS

- 1. Park restrooms, across from cathedral, two blocks southwest of Coit Tower, San Francisco.
- 2. Pharmingtons store in North Beach, three blocks south of Coit Tower, San Francisco.
- 3. Covered upper walkway (below skyscraper), one street north of the Embarcadero Center.

An ex-employee of the Pharmingtons has an e-mail you can hack and read, asking why he was fired from working at the drugstore. Locate him at any of the following places to begin this operation:

Operation Starter 1: Standing in front of the restrooms, across from the cathedral, in the park two blocks southwest of Coit Tower.

Operation Starter 2: Standing in front of a Pharmingtons store on the main road in North Beach, three blocks directly south of Coit Tower.

Operation Starter 3: Standing on the covered upper walkway below the skyscraper, across the road to the north from the Embarcadero Center.

It seems Pharmingtons is firing employees who even take a passing interest in DedSec. You've a plan to get back at them—accessing their company computers and finding out exactly what's going on.

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PINK SLIPS

2. Operation—Black Sheep

OBJECTIVES

- Hack Pharmingtons' computer.

BRIEF

It looks like Pharmingtons has been firing their employees for links to DedSec. We protect our own. We're going to hack into one of their systems and find out why this call was made.

LOCATION

- Pharmingtons store in North Beach, three blocks south of **Coit Tower**, **San Francisco**.

The nearest vulnerable spot to hack into is the back room of the store where the unemployed DedSec Follower was standing (location 2), in North Beach. Enter the alley behind the storefront, locate the wooden deck of the residential dwelling above the store, and follow the locked security router path to the router box. Hack that, and solve the following Network Bypass hot spot (which is easier to complete using a drone):

NETWORK BYPASS

Puzzle A: Start and Finish

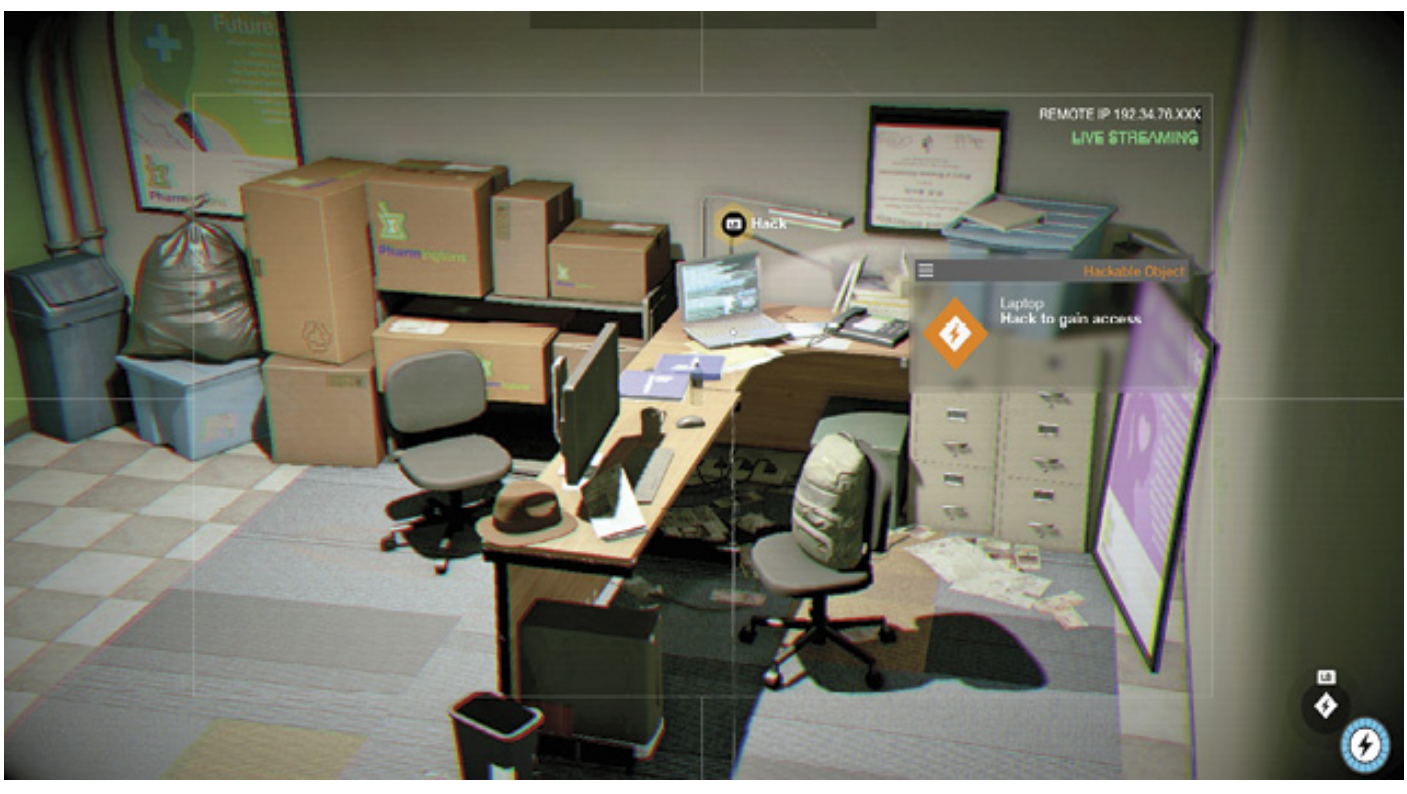
1: Turn x3.

2: Turn x2.

3: Unlock, Turn x1.

4: Unlock. Puzzle section complete.

Return to the ctOS box, which is now accessible, and interact with it. You access a camera in the Pharmingtons' surveillance system. The network access point is the laptop on the desk. Pan right to spot it.



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PRIMA SLIPS
3. Operation—Pro Bono

OBJECTIVES

- Hack Pharmingtons' finance computer.

BRIEF

Now that we know Pharmingtons is flagging anyone who even searches for DedSec as a potential risk, and terminating their careers, we've decided to do a little invisible-lawyering by visiting Pharmingtons' finance office and make sure things are...settled out of court.

HOSTILES

- Umeni Security Corps

LOCATION

- Pharmingtons' Finance building, three blocks east of current position, San Francisco.

It looks like Pharmingtons used a Blume algorithm to search data and flag high-risk employees, with "DedSec" at the top spot on the flagged list. Time to send a nice severance package to those affected workers!

☰ Infiltration Points

The finance building is adjacent to a guarded parking lot, three blocks east of your current position. You must infiltrate the parking lot and locate and unlock a closed-circuit terminal (CCT) in order to open the garage necessary to start the hack.

1 Main Gate (South):

Hack rolling gates and step behind the numerous parked vehicles to ensure you aren't spotted (or to use as cover for a carnage spree).

2 Side Barrier (West):

The area is open, but there's only one guard in the general vicinity to sneak up and neutralize. Notice the gap in the railings, left of the barrier (northwest exterior corner). Drop in an RC Jumper here.

3 Upper Railing (North):

The long planters and iron railing to the north has a gap in it, almost directly north of the parking lot hut. This makes infiltration easy.

? POIs and Objective Points

Closed-Circuit Terminal

Inside the parking lot hut is a CCT—the key to opening the garage. The hut is guarded by a single patrolling guard, and there's an easily hackable door, as well as a ground vent to roll an RC Jumper through.

Garage (ctOS Box)

Once you unlock the garage door, you can simply access the ctOS box inside to begin a remote sweep of the building. The exterior close to the garage has a couple of large parked vehicles that are great for hiding behind, while sneaking in.

PATHS TO COMPLETION

STEALTH CAMOUFLAGE

GHOST=60%, TRICKSTER=20%, AGGRESSOR=20%

RECOMMENDED

Enter via the gap in the railing (#3), dropping down and throttling the guard near the barrier first. Sneak into the hut, unlock the CCT, then head back outside. The two remaining guards are facing each other, so coax one onto the transformer vault near the main gates, and explode the vault. When the other comes to investigate, throttle or tase him.

A REMOTE ROUTE TO THE GARAGE

GHOST=0%, TRICKSTER=100%, AGGRESSOR=0%

RECOMMENDED

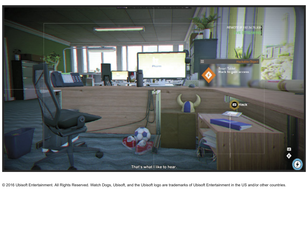
Drop your RC Jumper by the hole in the metal fencing, in the northwest perimeter of the parking lot, left of the barrier. Hack the Exit door to the hut, and trundle across when the nearby guard isn't looking. Once the RC Jumper is inside, unlock the CCT. Then hack the ground vent, move the Jumper outside so you can see the garage door, and hack it open. Then access the ctOS box. If you physically want to be inside the garage after this, sneak in by dropping down from the gap in the railing (#3) and tiptoe behind the low walls and vehicles.

A DEADLY SABOTAGE

GHOST=0%, TRICKSTER=0%, AGGRESSOR=100%

If you want to mow down three guards before entering the garage, there are better places to commit murder than on the parking lot tarmac. Climb on the large gas pipe with the mesh box around it, attached to the concrete hut. Get onto the hut's roof and the subsequent building roof overlooking the parking lot. Or lurk atop the long planter behind the fence. Both of these offer a height advantage to your shooting and projectile-lobbing.

Once inside the Pharmingtons' head office, hack into their system by accessing the camera on the laptop positioned near a printer on a U-shaped desk. Then hack the tablet on the low shelf below the desk. Gift $10,000 to each affected employee from an illegal account. That's how it's done, people! The mission concludes.



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PROVIBLUES

1. Acquisition—Operation Starter

LOCATIONS

- 1. Tourist stand, southwest of ferry building, San Francisco.
- 2. Quinkie's coffee shop, two blocks northeast of Transbay Center, San Francisco.
- 3. "Burritos" Café, two blocks northwest of Embarcadero Center, San Francisco.

San Francisco's premiere lender Proviblue is currently billing some of its customers in weird ways. Locate Ben Williams and speak to him at any of the following locations (once you find and speak to him, he disappears from all three):

Location 1: At the tourist stand, directly southwest across the road from the ferry building.

Location 2: Inside Quinkie's coffee shop (restaurant), two blocks northeast of the Transbay Center.

Location 3: Outside the "Burritos" café, close to the restaurant two blocks northwest of Embarcadero Center.

Physically speak to Ben, and he lets you know his rates are going up every month!

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PROVIBLUES

2. Operation—Word Up

OBJECTIVES

- Get a Proviblue employee's password.

BRIEF

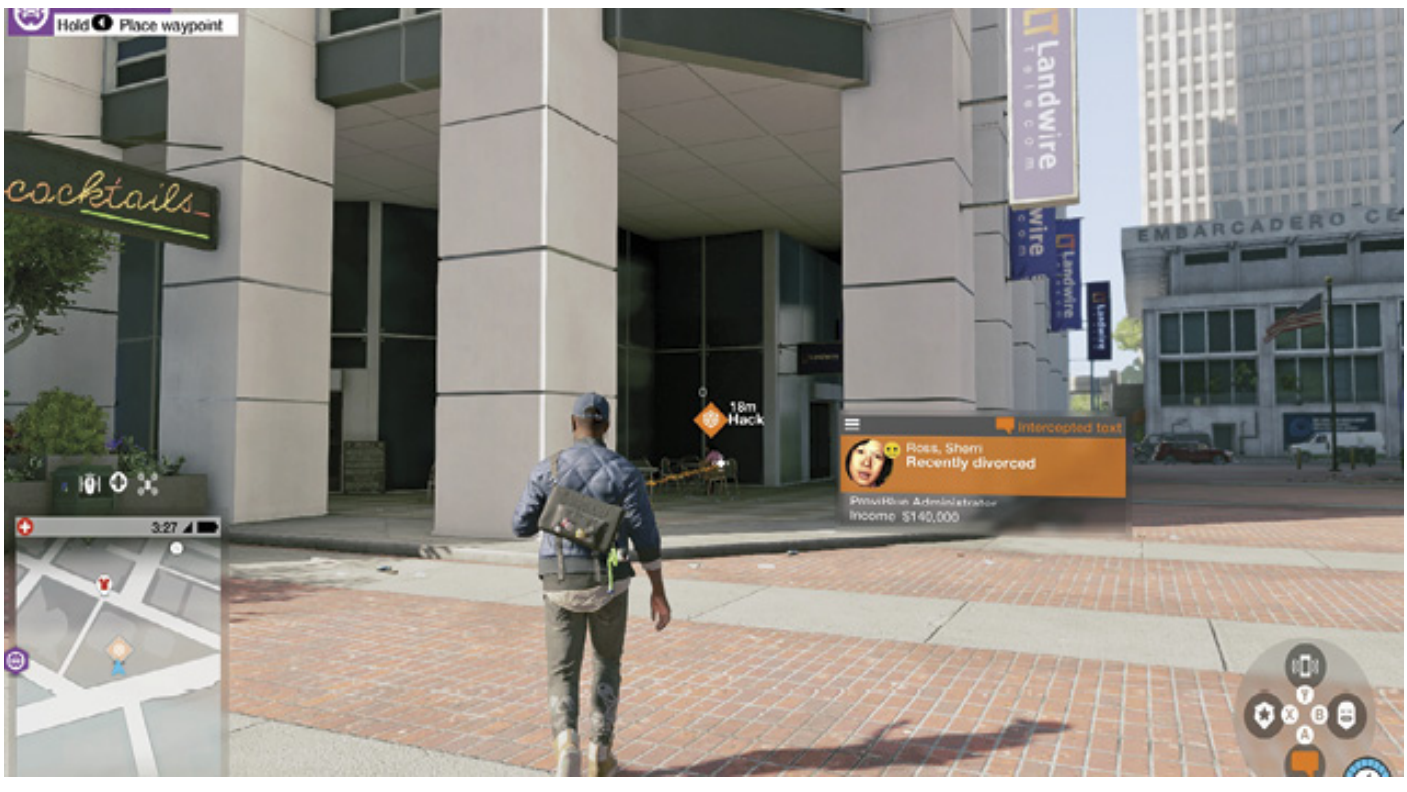
Something's suspicious about Proviblue's billing. Gaining access to the Proviblue server will help us figure this out.

LOCATION

- 1. Proviblue Bank building, once block south of **Embarcadero** Center, **San Francisco**.
- 2. Connelly Square, one block southeast of **Embarcadero** Center, **San Francisco**.

Employee 1: Sitara finds you a bank employee you can hack. Drive to the exterior of the Proviblue bank and hack the guy, who turns out to have been fired and all his security passwords revoked.

Employee 2: After teasing Sitara, you discover a second employee. Jog one block east to Connelly Square, and find her sitting at the Landwire Telecom building. This employee yields a password allowing you to hack into Proviblue's server. Now to find an access point…



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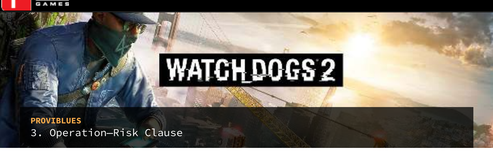

PROVIBLUES

3. Operation—Risk Clause

OBJECTIVES

Hack into the Proviblue server.

BRIEF

Proviblue is using a "risk clause" to jack up their rates. Sometimes risks don't pay off.

HOSTILES

Umeni Security Corps

LOCATION

Guarded alley, southeast of Connelly Square (two blocks southeast of Embarcadero Center), San Francisco.

The Proviblue Bank has its corporate HQ close by, to the southeast of Connelly Square, but you're here to find an access point at the unloading yard behind the building's fancy façade.

☰ Infiltration Points

1 Main Security Alley (Southwest):

A covered entrance with a security hut and nearby guard. This is a narrow, enclosed opening. Locate the ladder just in front of the hut, allowing a quick and nimble infiltration up to a metal gantry above the hut and a fast route to the objective.

2 Parking Lot Alley (East):

The parking lot attached to the building's southeastern side has numerous openings and an interior tunnel leading to the yard's northeast end. The bonus is that the alley northeast of the yard isn't a restricted area, so you have free movement and can plan an attack or stealth attempt with space to spare.

POIs and Objective Points

Building Security Router

Attached to a wall in the northern part of the area, this is accessed by the gantry platform (above IP1) or metal stairs to the northeast. This is a physical hack, so only you or the RC Jumper can access this.

PATHS TO COMPLETION

There are only two main entrances, and the drone can't hack the objective, making a stealth run more straightforward than normal.

ALLEY UP AND AT 'EM

GHOST=80%, TRICKSTER=10%, AGGRESSOR=10%

RECOMMENDED

Enter from IP1, and throttle the guard at the security hut. Climb the ladder to the gantry above the hut, creep onto the roof where the objective is, and throttle the guard up here. Then simply hide and tase the rest of the guards until you secure the area (or coax them toward vault hazards or distract them using the forklift).

ALLEY UP

GHOST=0%, TRICKSTER=100%, AGGRESSOR=0%

RECOMMENDED

Enter from IP2, then head to the concrete wall and trash bins to the north (under the bank sign). Produce your RC Jumper, and bounce it over the wall and up the metal steps. Hack the objective without being seen by the guard on the roof.

ALLEY OOPS

GHOST=0%, TRICKSTER=0%, AGGRESSOR=100%

After raising the road blockers (so reinforcements can't drive into the area), enter from IP1 or IP2 on a motorbike. Before the guards can react, drive the bike through the crate-filled alley and up the metal steps to the low roof. Disembark and kill everyone (just watch out for the two large explosive tanks). The bike makes a good getaway vehicle afterward. Another good option (after completing the objective) is stealing one of the bank vans, which is well armored, and knocking down the pallets blocking your way, squashing the guards.

Hacking into the office of a drunk employee allows you to check a laptop and plant some nasty malware. Josh has adjusted the bank's risk clause algorithm, so it goes down instead of up. But you haven't finished yet!

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PROVIBLUES

4. Operation—Payback

OBJECTIVES

- Get the limo's GPS routes.
- Download the CFO's data (100).
- Download the CEO's data (100).

BRIEF

All the bulls**t Proviblue is pulling comes directly from their CFO and CEO. They need to pay.

LOCATION

Cover parking lot, adjacent to the alley southeast of Connelly Square (two blocks southeast of **Embarcadero** Center), **San Francisco**.

The limo service the company bigwigs use has GPS data to hack; this is available inside a small concrete hut in the parking lot adjacent to the alley you just infiltrated. However, the door to get in is locked.

Drive your **RC Jumper** through the small gap in the mesh fence (left of the locked mesh gate), and open a ground vent in the side of the hut. Drive in, then attempt either (or both) of the following:

- Unlock the closed-circuit terminal (CCT), hack the security door open, then step in and manually interact with the data container.
- Ignore the CCT, and use the **RC Jumper** to remotely interact with the data container.

Either way, the GPS data is yours. Time to download some data. Though you can choose to follow either the CFO's or CEO's vehicle, the CFO's car is closest to your current position. Check your Nudle Map for the route the CFO is taking; he's about a block away from your current position. Retrieve his data and check the map to see the route the CEO is taking.

One Block Away: Remain about one block away, so your "Retrieving Data" bar fills up and you're just within range. Follow the CFO (then the CEO) discreetly from this distance, until the data bar is full (100).

Time to Pay: Or, close in on the CFO (then the CEO), jostling for position, then ramming, fishtailing, or otherwise attempting aggressive vehicular maneuvers. Expect reinforcements to arrive (you'll need to escape them afterward). Shunt the CFO or CEO vehicle to stop them from making evasive maneuvers, or simply chase them until the data bar is full (100).

Once you gather the CFO data, stop following the first car, and quickly drive to the route of the CEO's vehicle. When both bars are full, Sitara devises a quick and nasty payback plan, and the mission concludes.

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RIPCODE

1. Acquisition—Operation Starter

LOCATIONS

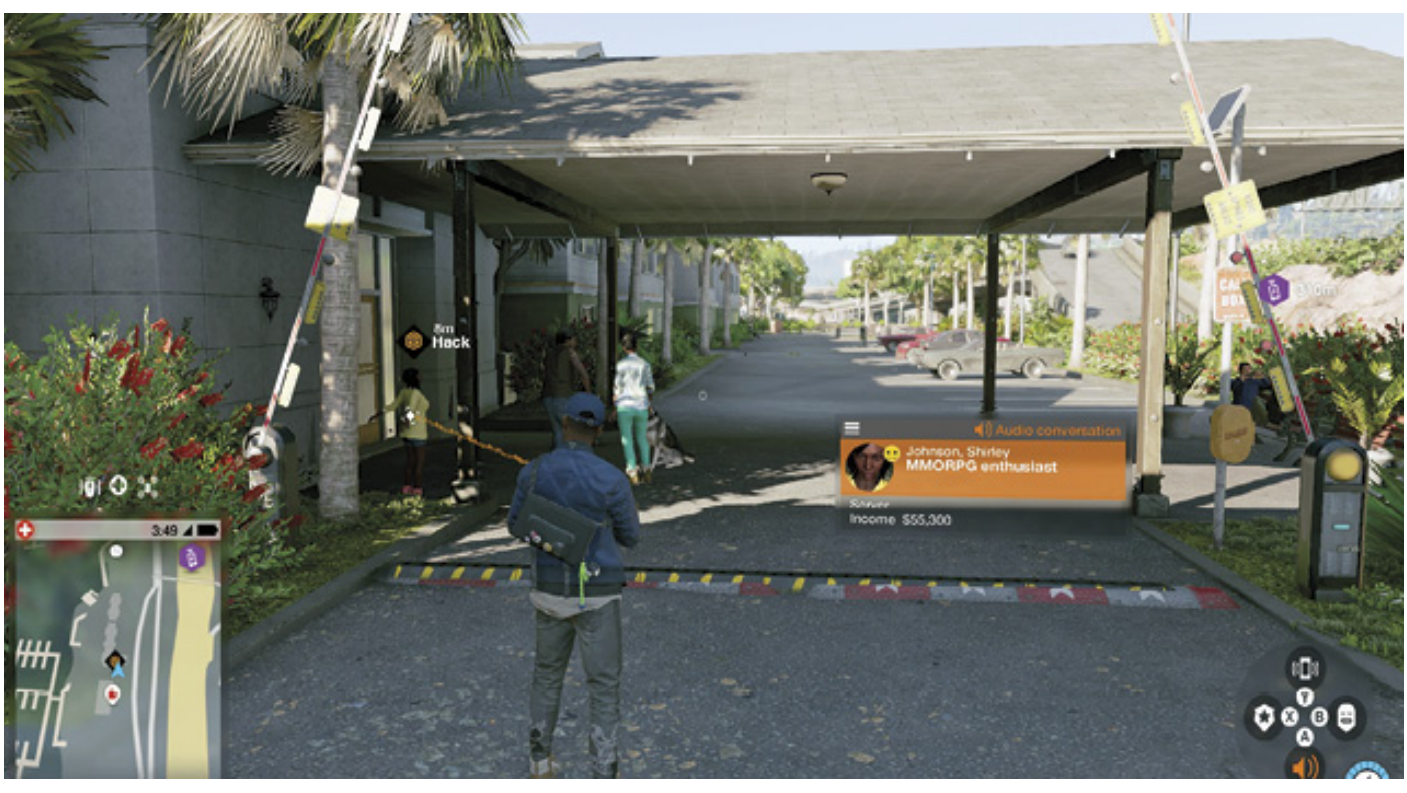
1. East side of the main road, southeast of Blume Arena, between Woodland and Elmhurst Districts, **Oakland**.
2. Information board, near the canal running around the Blume Arena, Woodland District, **Oakland**.
3. Alameda Creek apartments, **south Oakland**.
4. The southern port building, near the barriers, Port of **Oakland**.

Any of the four citizens of **Oakland** are experiencing sudden high costs to all their household services. It's time to help. Find any one of the following to begin this operation:

Location 1: On the street by the main road, between Woodland and Elmhurst Districts. Find the woman on the street's east side, one block southeast of Total Motors.

Location 2: Standing by the information board, by the canal edge east of Blume Arena, in the Woodland District.

Location 3: Standing by the security barriers at the Alameda Creek apartments, just west of the freeway, in **south Oakland**.



Location 4: Outside the southern building with the road barriers, at the Port of **Oakland**.

Hack one of these women and discover their predicament regarding the spike in their living expenses. You're curious to find out more about why this could be happening.

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RIPCODE

2. Operation—Under The 'Hood

OBJECTIVES

- Hack the neighborhood's ctOS box.

BRIEF

A resident of **Oakland** is experiencing sudden high costs to all her household services. DedSec is curious to see if there's anything behind it.

LOCATION

- Canal bridge separating Woodland and Elmhurst, **Oakland**.

Travel to the concrete, dry canal basin that gathers overflow water. It is currently filled with trash and detritus. Find the humped bridge connecting the north (Woodland) and south (Elmhurst) Districts. There's a text on the router about keeping things "on the down low." Sounds sketchy. Time to check on the other boxes.

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RIPCODE

3. Operation—Boxing Day

OBJECTIVES

- Track down the other ctOS boxes (4).

BRIEF

DedSec wants to continue hacking ctOS boxes in an attempt to find the hubs.

HOSTILES

- Umeni Security Corps

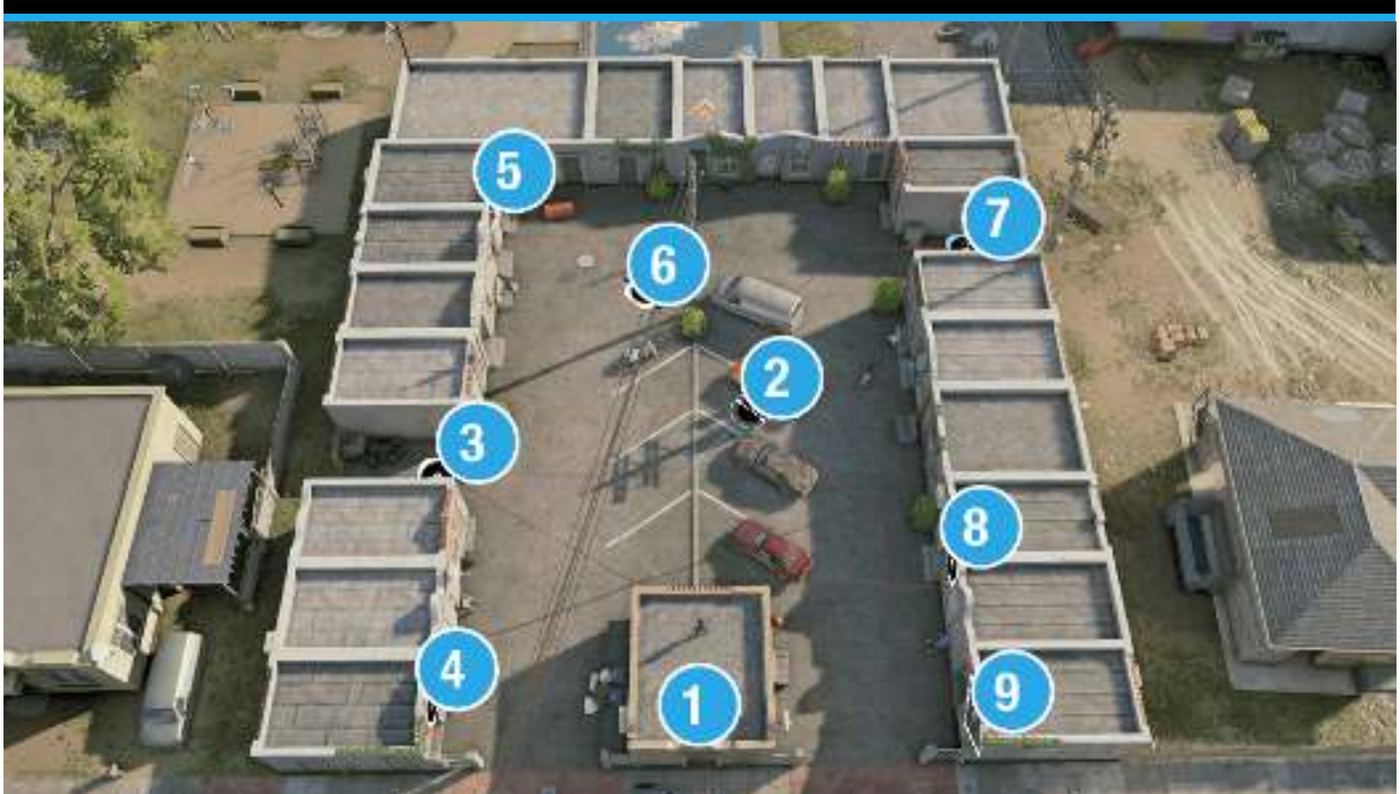
LOCATION

- 1. Atop a Spanish Revival house, Woodland District, **Oakland**.
- 2. Tezcas hideout, storage yard behind graffiti wall and gas station, Woodland District, **Oakland**.
- 3. 580s hideout, backyard of Craftsman house and Spanish Revival house, Elmhurst District, **Oakland**.
- 4. Back garden, adjacent to freeway/main street, and between the water tower and electrical pylon, Elmhurst District, **Oakland**.

There are four additional ctOS boxes to find; seek these out in any order you like. Gang activity is a constant in these areas, so you may experience flare-ups between the 580s and Tezcas factions, which can nullify any “Ghost” related infiltrations into restricted areas. These are presented in case you wish to return when the situation quiets down.

ctOS Box 1: The box closest to the previous objective is just north of you, in Woodland. Approach the Spanish-style bungalow, and trace the locked box to the roof of the adjacent home. Climb the roof, or better yet, launch the drone. Hack the security router linked to the box and begin a Network Bypass hot spot.

NETWORK BYPASS



1: Activate puzzle.

2: Turn x2.

3: Unlock. Turn x2.

4: Unlock. Turn x3. Resets in 25 seconds.

5: Unlock. Turn x2.

6: Unlock. Turn x2.

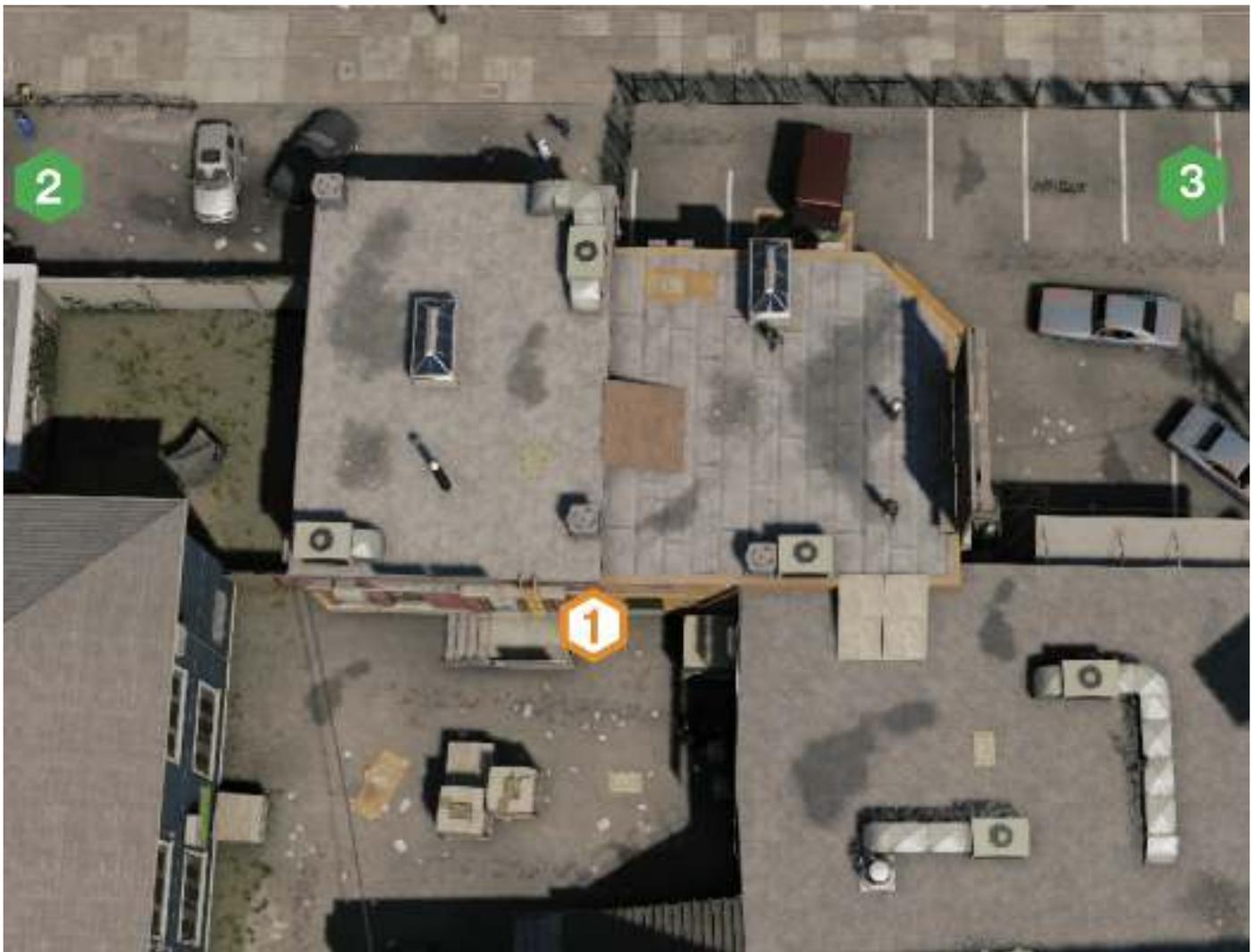
7: Unlock. Don’t turn.

```
8: Unlock. Turn x2.

9: Unlock. Puzzle complete.
```

Now simply hack the accessible ctOS box and uncover more clues.

ctOS Box 2: The box is located in an alley and unloading zone behind some businesses across the road from (north of) the gas station, near the Total Motors showroom. This is a known gang hideout.



☰ Infiltration Points

1 Southwest Alley:

There’s a guard here and a second guard (and sometimes a dog) in the northwest corner of the ground-level area. This provides quick access to the objective.

2 Northwest Alley:

Jump the concrete wall to the northwest, heading south, and infiltrate the alley from this direction. Watch for a foe (possibly a guard or dog) just on the other side of the wooden fence; you can leap on him silently if you need to.

3 Northeast Roof Access:

In the small parking area with the rustd-out car shells, climb the trash bins before reaching for the roof. The foe on the roof can easily spot you, making this a route to take if violence is on your mind.

POIs and Objective Points

ctOS Box 2

This is on the ground level, inside the alley and close to a collectible. You only need avoid or neutralize one guard, assuming you don't attract the one (or two) guards on the roof.

PATHS TO COMPLETION

This is a small-scale restricted area, with the ctOS box positioned for an easy infiltration. However, taking to the roof allows you to remove all threats in the vicinity.

INFILTRATE WITH DUE CARE

Enter via the southwest alley opening, tasing the closest guard and the second foe (guard or dog) before running in and accessing the ctOS box. Optionally take the ladder or metal stairs to the roof and tase the last guard (or guards; there may be two up here) before you're spotted.

ENTER FROM ANYWHERE

Drop in the `RC Jumper` and follow the same route as the previous path. You can also simply fly in using the drone, over the building to the south with the graffiti on it, directly to the ctOS box.

GANG WARFARE

Enter via IP3, remaining on the roof with enough firepower to rid the immediate area of foes. Watch the metal steps; reinforcements can access you from here. After you shoot any faction members you need to, dash in and complete the objective or set up a drone to do the job.

ctOS Box 3: wThe box is located within the Elmhurst District, on a roof of a Spanish-style home. However, there's a closed-circuit box you need to physically unlock first. This is in a restricted area—part of the 580s' territory—in the backyard of a Craftsman bungalow behind the Spanish house. Though there's usually only one guard and two dogs in the initial restricted area, expect at least two more hostiles to show up from other restricted areas if you or your victims make a noise, and more after that if you stick around.

☰ Infiltration Points

1 West Bungalow (Northwest and Southwest):

Approach from either side of the small Craftsman-style bungalow to the west (heading east); you're close to the closed-circuit box and have a good view of the guard.

2 North Fence:

This area can be described as "porous"; it's easy to leap the fence to the north, land in the backyard, and pummel or tase the guard and any dogs. It's the backup that arrives afterward that's the problem, so hack that closed-circuit box quickly.

3 East Spanish House (Northeast and Southeast):

Access the backyard of the bungalow, which offers reasonable views of the dogs and guard when neutralizing them.

4 South Yard:

The neighbor’s yard to the south has a tall mesh fence with a large gap in it; this offers yet another way in. The dog behind the fence is a problem, though. Use the junction box on the open storage area to attract and electrocute it.

5 Neighbor’s House (Southwest):

The upper deck, ladder to the roof, and the flat roof make this area a good location if violence is on your mind. Stand your ground here. Otherwise, this offers a great view of the backyard if you’re piloting drones.

POIs and Objective Points

Closed-Circuit Terminal

This is attached to the rear of the Craftsman home to the west. It requires a physical hack from you or your **RC Jumper**.

ctOS Box 3

This sits atop the front of the roof of the Spanish house. Accessing it can be tricky if there's violence going on; place a vehicle near the carport so you can climb onto its roof (or climb the stack of wood onto the carport from the neighbor's house to the south). Or fly here using the drone to hack the box.

PATHS TO COMPLETION

There's a constant gang presence here, so removing close threats and completing the objective wins over sticking around to neutralize everyone.

PLAYTIME IS OVER

Approach from IP3, hiding behind the child's playhouse. Attract the guard by zapping the junction box on the post of the open storage area nearby, then explode it. Step in, tase both dogs, and manually unlock the CCT before any reinforcements spot you; complete the objective.

A REMOTE ROVER

It's relatively easy to distract the guard away from the area near the CCT. Then drop in the `RC Jumper` to do the hacking for you. After power is restored, use the Quadcopter to fly atop the roof of the Spanish home to hack the actual ctOS box.

A HOSTILE TAKEOVER

Ascend the neighbor's property to the southwest. Kill everyone from your rooftop sniping spot or lob grenades down. After a break in the action, complete the objective; use the **RC Jumper** and drone so you can stay in relative safety on the roof.

ctOS Box 4: Approach the last of the ctOS boxes by maneuvering to its location from either the freeway or the Elmhurst neighborhood (between restricted areas) close to a small tunnel under the freeway, to the water tower. Climb the ladder, then leap to the sheds at the base of the freeway wall. Peer over into a backyard.

The last ctOS box is positioned on the freeway wall, linked to a security router that requires you to solve a Network Bypass hot spot. Fly your drone to the electrical pylon just north of the water tower. View the nodes from the freeway, looking east.

Finally, hack the last ctOS box and gather the intel. DedSec solves the reason why the scam is working—but not for long. The neighbors are now getting a discount! The operation concludes.

NETWORK BYPASS

1: Turn x3.

2: Unlock. Turn x3.

3. Unlock. Puzzle complete.

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SCHADENFREUDE

1. Acquisition—Operation Starter

Once you meet both prerequisites, Sitara lets you know one of DedSec's latest Followers sent her an anecdote about some pissy-looking guy commandeering a treadmill at a nearby gym. The dude looked familiar; it was Steven Bader, the guy in charge of HAUM. Time to humiliate that pompous a** once more! Peeping Steve is at the gym right now.

SPECIAL UNLOCK REQUIRED

To enable this operation, you must first have completed Operation: `HAUM Intruder` and accrued 525,000 or more Followers. This starts automatically once you meet both requirements.

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SCHADENFREUDE

2. Operation—Workout

OBJECTIVES

- Humiliate HAUM's CEO

BRIEF

DedSec got a tip on where Steve Bader, a champion of free speech oppression, exercises. Wouldn't it be unfortunate if an "exercise fail" video slipped out and went viral?

LOCATION

- Gym, one block southwest of Haum Data Center, **San Francisco**.

Head directly to the gym close to the Haum Data Center, and step up to the building security router (or use the **RC Jumper**). You access the gym camera. Time to knock Steve off his cankles: Access the camera on the opposite wall; pan so you can see sweaty Steve, and hack his executive treadmill. Hack in increments, speeding up the treadmill until Steve is sent flying. Naturally, Wrench has captured all of this and sends the video out to your Followers. The operation now concludes.

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SHADOWS

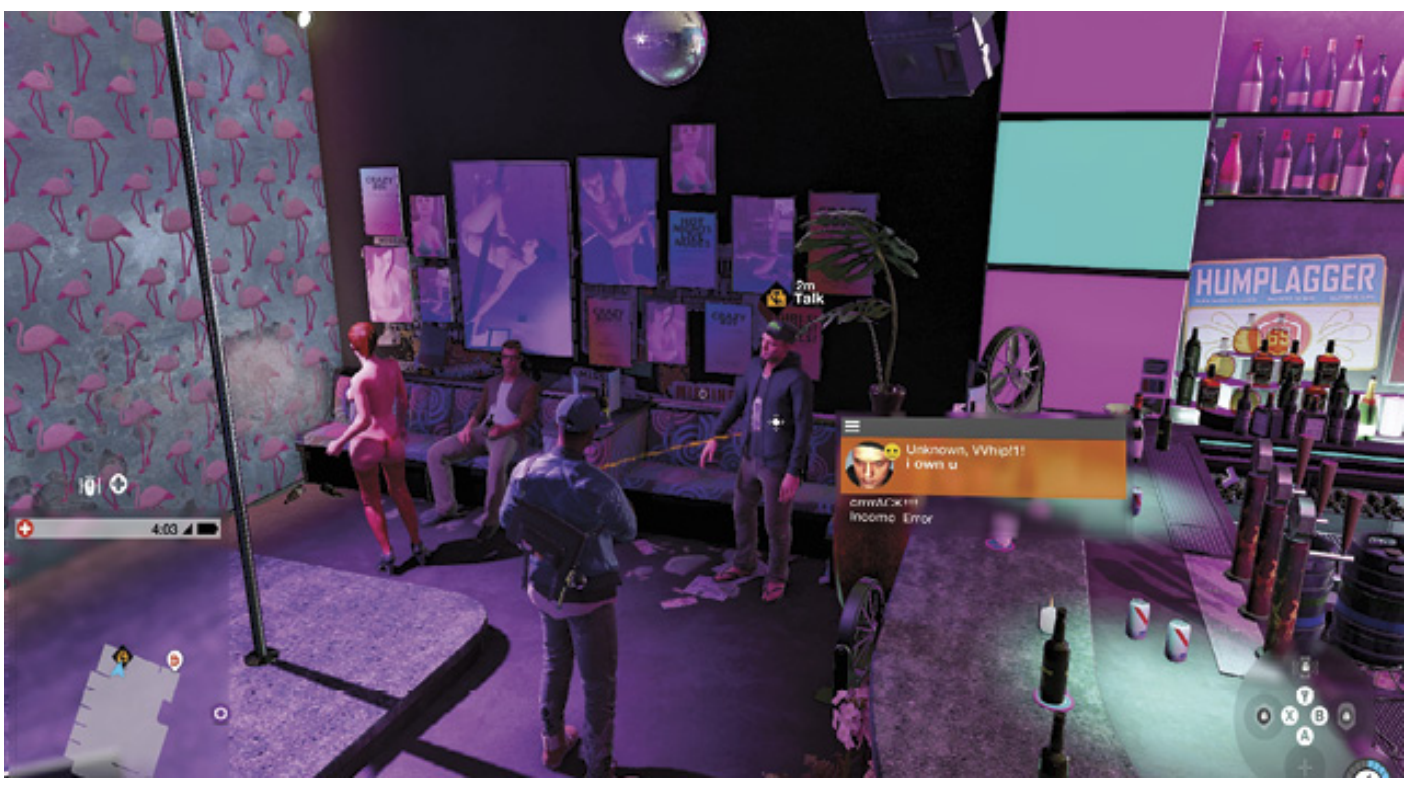
1. Acquisition—Operation Starter

LOCATIONS

1. Crazy 80s strip club, North Beach, **San Francisco**.
2. Chinese restaurant, south Chinatown, **San Francisco**.
3. Backyard deck, residential area west of **Coit Tower**, **San Francisco**.

There's chatter about a shady deal between the Auntie Shu and Bratva gangs. Find out more information from one of three citizens. Locate any of the three (you need find only one):

Operation Starter 1: A citizen enjoying the sights at the Crazy 80s strip club (bar) in North Beach.



Operation Starter 2: A citizen inside a Chinese restaurant, two block south of Chinatown.

Operation Starter 3: A citizen in a decked backyard, in a residential area one block west of **Coit Tower**.

Hack any of these citizens to learn more about this "swap meet" between rival gangs.

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SHADOWS

2. Operation—Bad Intentions

OBJECTIVES

Hack Victor Cheung's phone.

BRIEF

We know the Bratva and Auntie Shus have a shady deal in the works, so DedSec's headed to a known Auntie Shu hangout to learn more.

HOSTILES

Auntie Shu Boys Gang

LOCATION

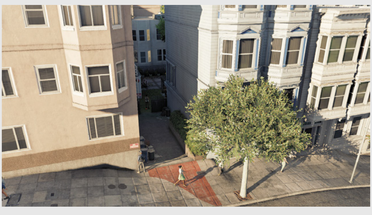
Gang hideout, alley and backyard two blocks east of Lombard Street, San Francisco.

After discussing the merits of pissing off gang members to your DedSec crew, it's decided you need to hack one of the Auntie Shu gang member's cell phones to find out more. Drive to one of their hideouts, near Lombard Street.

☰ Infiltration Points

1 South Entrance Alley:

This allows quick access and a fence to hide behind. It's also an easy way to neutralize the dog, which is on the upper deck area near Victor.



2 Foo Dog Alley (West): Note the red paving at the entrance to this alley, which leads you around to the upper deck where Victor is. There's a guard patrolling and cameras to cycle through, but it's not the easiest way to access all enemies if you're out to nullify guards.

? POIs and Objective Points

Victor Cheung

Victor is sitting on the upper deck in the courtyard, next to a collectible and ferocious guard dog.

PATHS TO COMPLETION

The restricted area to infiltrate is tight, and the Auntie Shus can easily call reinforcements. So a trickster plan is your best bet here, unless you really want that collectible sitting next to your hacking target.

DEFENSES SEEN THROUGH

GHOST=0%, TRICKSTER=100%, AGGRESSOR=0%

RECOMMENDED

It's a simple enough plan: cycle through the cameras until you get a visible conformation of Victor, and hack him.

SOME TAKEDOWNS TO DO

GHOST=80%, TRICKSTER=10%, AGGRESSOR=10%

RECOMMENDED

Enter via IP1 and step behind the fence. Tase the dog, then each guard as they come to investigate. Check for any wayward phone calls and slap the phone out of the concerned citizen's hands. Finish by dropping Victor with a tase. Then gather the collectible he's sitting next to, before hacking him.

AN AIRBORNE REVIEW

GHOST=0%, TRICKSTER=100%, AGGRESSOR=0%

RECOMMENDED

The RC drone is easy to fly in, hack Victor, and fly out again. Or you can wait at Foo Dog Alley, send in your RC Jumper, leap on the hedge near Victor, and hack him before retreating.

BIDDING ADIEU TO AUNTIE SHU

GHOST=0%, TRICKSTER=0%, AGGRESSOR=100%

Angering the Auntie Shus is easy enough, but the tight fighting quarters makes this plan dangerous. Remember there are a number of explosive objects to hack to help drop foes around corners.

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SHADOWS

3. Operation—Swap Meet

OBJECTIVES

- Investigate the Shu/Bratva deal.

BRIEF

DedSec has found the location of a secret meeting between rivals Auntie Shu and the Bratva. If we can get credit for exposing a major crime deal, this could gain us a lot of followers. We're going to check it out.

LOCATION

- Under the freeway interchange, Presidio, San Francisco.

Drive to the freeway interchange just southeast of the Golden Gate Bridge, and prepare for…nothing. Aside from some homeless types, it seems you missed the deal, as no one's here. Closer inspection reveals this is a crime scene, and further investigation is needed.

There's something inside the cluster of large cargo containers. You can approach in one of two ways:

- **Via Remote Device:** Use the Quadcopter to fly up and then into the opening of the orange container. The RC Jumper can leap up the rubble, onto the top of the barbed-wire fence, and then into the opening of the orange container too.
- **On foot:** Drive a vehicle up to one of the containers and use it to climb onto the containers; then drop down into the open doors of the orange container (which are otherwise inaccessible).

Inside are a pile of gang member corpses and a cell phone to hack. There's a message on the phone about the vigilante Aiden Pearce, who's following this trafficking from Chicago. He's taking them down, but there's a trap waiting for Pearce. Unless you get there to help!

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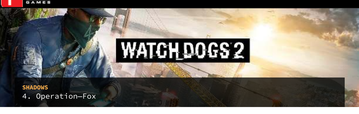


SHADOWS

4. Operation-Fox

OBJECTIVES

- Warn Aiden Pearce about the trap.

BRIEF

Aiden Pearce has left a trail of dead Auntie Shu and Bratva thugs in his efforts to shut down a large-scale human trafficking ring. DedSec is going to make sure he succeeds.

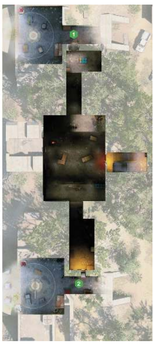
HOSTILES

- Bratva Gang

LOCATION

- Fort Funston, concrete bunker, south end of Ocean Beach, San Francisco.

It's a long journey south, down Ocean Beach, to one of the old World War II bunkers called Fort Funston. You must find which one is holding Aiden Pearce. Locate the area, but don't worry about hostiles on the surface.



☰ Infiltration Points

1 Bunker Door (North):

Access this via the beach, woods, or a ladder from above. Hack the door and enter the bunker heading south.

2 Bunker Door (South):

An identical hackable door is located to the south. Enter it in the same manner. Both lead to the initial chamber. The only difference is the open ground vent at the south door (facing north), allowing an RC Jumper or drone into the bunker without needing to hack the door.

3 Central Parapet:

Between the two bunker entrances is a small central parapet of squared-off concrete wall sections. Of particular interest is a window slit on the ocean (west) side. Drop either the Quadcopter or RC Jumper down here, and you can infiltrate right into the lowest subterranean storage room.

? POIs and Objective Points

ctOS Box

The ctOS box that accesses Aiden Pearce's cell is in the bunker's lower level, in a small side storage room. It requires a physical hack by you or the RC Jumper.

PATHS TO COMPLETION

With only four guards to contend with, this subterranean infiltration is easier than it initially appears.

AIDIN' THE FOX

GHOST=80%, TRICKSTER=10%, AGGRESSOR=10%

RECOMMENDED

Enter via either infiltration point, creep to the first chamber, wait for one of the guards to head down the stairs, then deal with the other guard with a swift tasering. Follow the second guard down the stairs, subduing him before he opens the door to the lower chamber.

Then push open the door slightly. Hack either door inside the room to cause the guards to look around. Quickly step in and tase both of them (or tase, then charge and melee-strike the last guard). Now open the door to the room with the ctOS box. Once Aiden is freed, be sure to escape the way you came in (as the four foes will have woken up).

A REMOTE ROUTE TO THE BOX

GHOST=0%, TRICKSTER=100%, AGGRESSOR=0%

RECOMMENDED

Drop the RC Jumper in front of the open vent near 1P2, then trundle to the right side of the first room. Follow the guard as he opens the door and walks down the stairs (so you don't disturb the other guard). At the bottom of the stairs, steer right (north) into the duct instead of through the door.

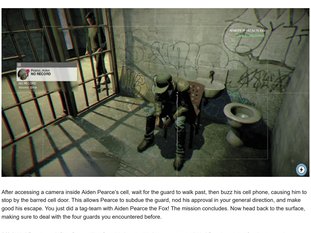
Follow the duct around, stopping before the exit into the lower chamber, as you're easily spotted. Hack the door to the west, and the enemies here turn to look. Then scoot out, take cover behind a crate, and wind into the dead-end room to the south using a mixture of patience and quick maneuvering. It's difficult—you mainly use the RC Jumper to see who's down here before you attempt "Aidin' the Fox"—but it's possible. Then physically hack the ctOS box using the Jumper.

Another, much easier method of reaching the objective is to bounce the RC Jumper up through the window slit in the central parapet exterior. Distract both guards in the lower chamber, and reach the objective remotely.

A PLAN MOST ORTHODOX

GHOST=0%, TRICKSTER=0%, AGGRESSOR=100%

Using weapons to remove foes permanently is actually easier than usual, if you keep heading down and attempting quick executions, as reinforcements don't usually reach you. Plus, your foes don't wake up as you try to escape afterward.



After accessing a camera inside Aiden Pearce's cell, wait for the guard to walk past, then buzz his cell phone, causing him to stop by the barred cell door. This allows Pearce to subdue the guard, nod his approval in your general direction, and make good his escape. You just did a tag-team with Aiden Pearce the Fox! The mission concludes. Now head back to the surface, making sure to deal with the four guards you encountered before.

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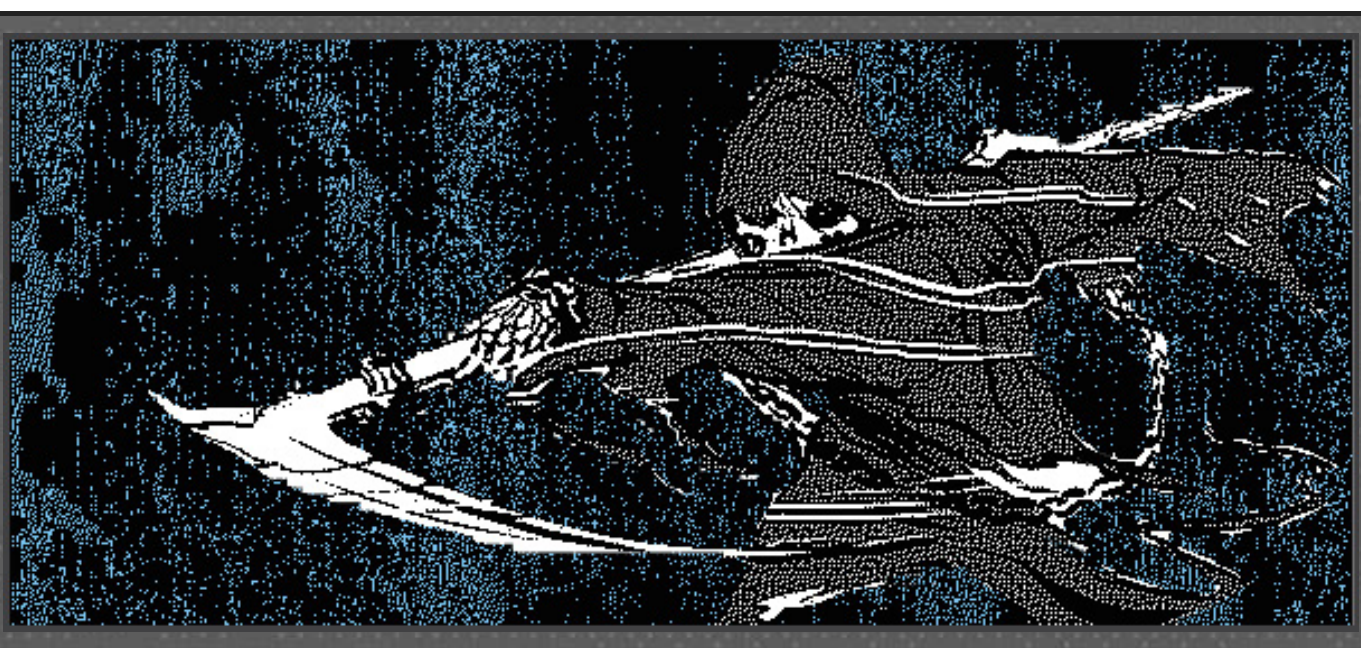
STOLEN SIGNALS

1. Acquisition—Operation Starter



LOCATIONS

1. Citizen at the gas station just south of Ghiradelli Square, **San Francisco**.
2. Roof of residential home (Victorian), one block south of **Coit Tower**, **San Francisco**.
3. Citizen at the pier east of the WKZ Station, **San Francisco**.

There are odd signals coming from the area surrounding the **Coit Tower** landmark in the Telegraph Hill area. This operation begins when you find and hack either of two citizens, or a stingray device on a roof.

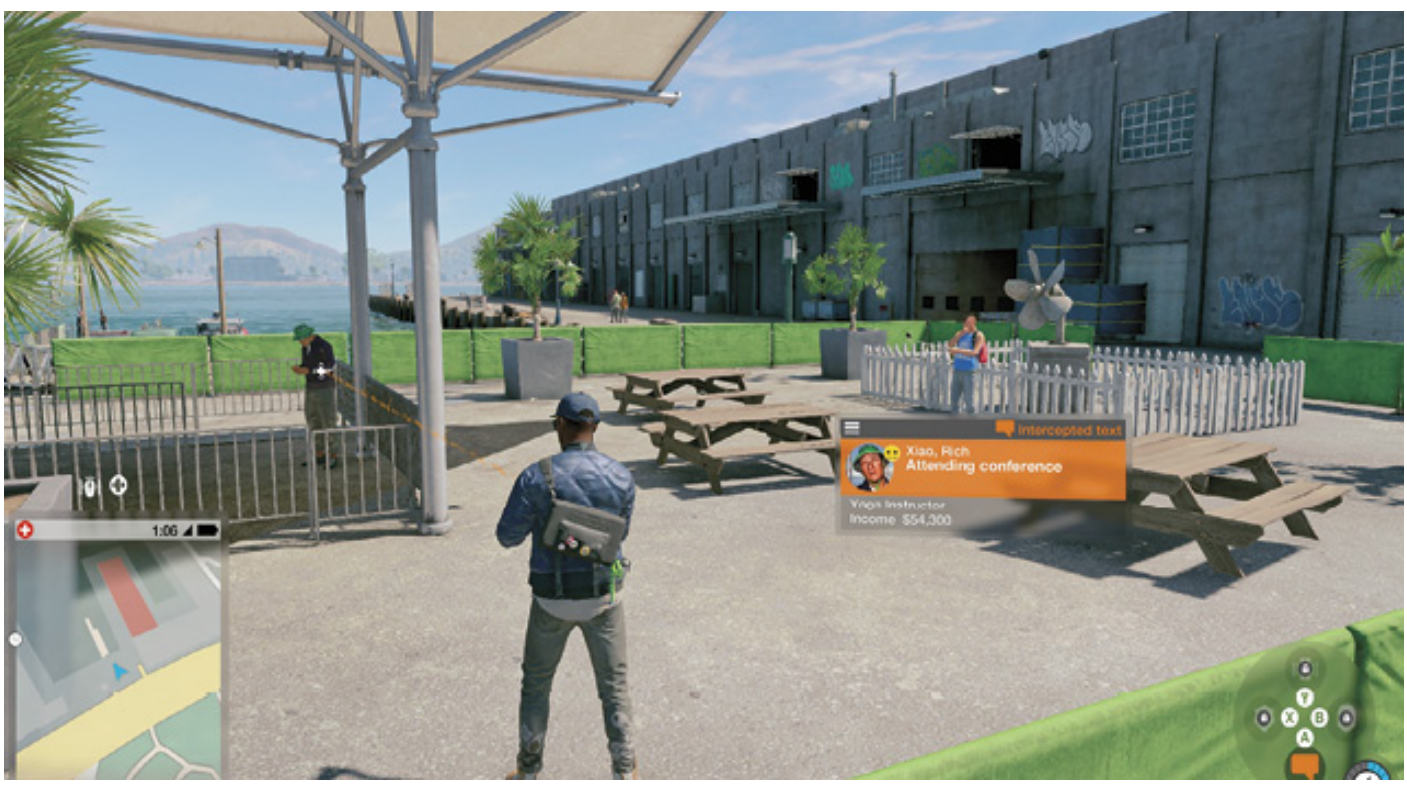
Operation Starter 1: A citizen standing under the main awning at the Starter Oil gas station, just south of Ghradelli Square. He has odd phone problems.

Operation Starter 2: One block south of **Coit Tower**, there's an odd signal coming from the roof of a residential building. You can:

- Run up the alley to the west of the building, up the driveway, find a garage shed with a peaked roof to climb up, and inspect the device at close quarters. Or use your **RC Jumper** and follow the same route.
- Look up from the alley, and hack the object.
- Utilize your RC Drone, fly it close to the object, and hack it.

The object is a stingray device; it seems to be leeching data of people's phones. The data seems to be going to **Coit Tower**.

Operation Starter 3: A citizen standing near some picnic tables at the pier east of the WKZ station. He has weird phone problems.



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STOLEN SIGNALS

2. Operation—Tattletales

OBJECTIVES

- Hack the stingrays near **Coit Tower** (2).

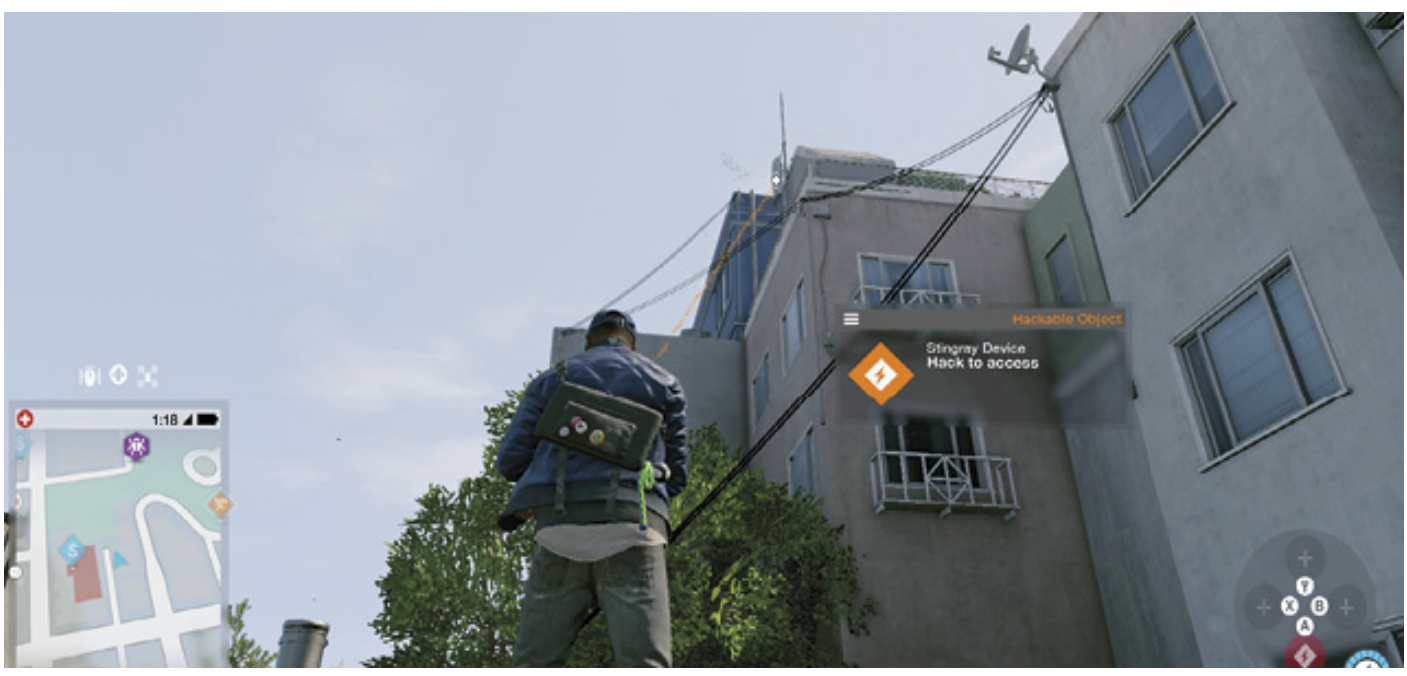
BRIEF

Somebody's set up an elaborate stingray operation to leech phone data from the streets below. We want to know who did this and what they're up to.

LOCATION

- 1: Roof of residential home (townhouses), north of **Coit Tower**, San Fransisco.
- 2: Roof of residential home (apartment), southeasat of **Coit Tower**, San Fransisco.

There are two stingray devices to find, and you may have found one of them already. You are tasked with locating and hacking the other two. This can be done in any order you like:



Stingray Device 1: North and a little west of **Coit Tower**, on a very high rooftop of a group of townhouses. Run along the alley to the north of the device, until you're near and under it. You can:

- Use the Scissor Lift, standing on it before raising it up to its full height, and hacking the device.
- Remain on the ground and hack it.
- Utilize your RC Drone, and fly it close to the object, and hack it.

Camera
Email
(Hold) Close
To: S. Nelson
From: Greystrom
I need that collected data cleaned up and packaged so we can move on to the next phase. You told me one week - it's been two. Hurry the up.

Stingray Device 2: In the residential area between **Coit Tower** and WKZ Station, slightly south of them both. It is attached to a vertical pipe on the roof of an apartment (south end of the alleys). You can:

- Climb the trellis by the bougainvillea vines and hack from the lower rooftop.
- Utilize your RC Drone, and fly it close to the device, and hack it.

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STOLEN SIGNALS

3. Operation—Peak Data

OBJECTIVES

- Locate the stingray at **Coit Tower**.

BRIEF

We found a spot around **Coit Tower** where cell phones are being heavily disrupted, so of course DedSec's going to go take a look.

LOCATION

- **Coit Tower**, **San Francisco**.

All signs point to a defense contractor called Graystrom stealing data from consumers. With the three stingray devices hacked, Wrench finds the data is being triangulated from **Coit Tower**. Head there. Use **NetHack** and look up; the triangulation device has been placed atop the tower.

You can't enter **Coit Tower**, and you don't think your drone has the range to reach the device, so you need to gain some height first. Run around to the scaffold deck, climb onto it, then head to the tower's base (red stone ground). Release your RC drone, fly to the fourth stingray device, and hack it. More incriminating data! This leads you to the Graystrom warehouse.

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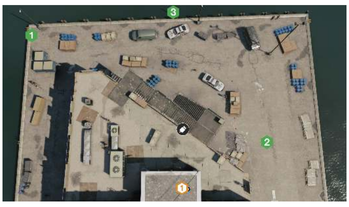
STOLEN SIGNALS
4. Operation—Permission Denied

OBJECTIVES
Hack Graystrom's warehouse computer.

BRIEF
Looks like Graystrom is in bed with local authorities to steal private information from San Francisco's civilians. You don't have the big picture yet, but we can do some damage.

HOSTILES
Umeni Security Corps

LOCATION
Graystrom Warehouse, Waterfront, San Francisco.



The warehouse is north of WKZ Station and east of Pier 39. Drive there, and when you're close to the objective point, figure out one of the following methods of reaching and hacking the Graystrom computer.

Infiltration Points

1 Barrels on the West Side:

This is where your GPS takes you. It offers good hiding spots behind the barrels, crates, and a parked van. It is also far enough away from the dog and guard to allow you to move and aim your taser. RC device activities are excellent from here, too.

2 Crates on the East Side:

Crouch behind the crates here, but watch for the guard at the base of the stairs, his nearby dog, and a foe patrolling the eastern roof corner; he can easily spot you if you're sneaking in from here. Remaining out of the restricted area and using the RC Jumper is a better plan from this point.

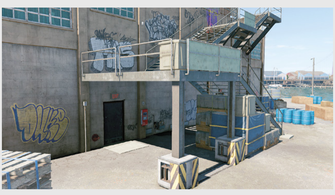
3 Water on the North Side:

You can arrive in a boat and climb up the pier onto the concrete, too, if you wish. Sniping three guards and a dog from the water is also possible.

POIs and Objective Points

Closed-Circuit Terminal

This CCT is located on the perimeter wall under the metal stairs, where the dog and initial guard are patrolling. This is a mandatory hack, as it opens the door to the roof cabin where the objective is.



Data Container

Found inside the locked concrete cabin on the roof at the pier's north end. It requires a physical interaction.

PATHS TO COMPLETION

JUMPER ON THE ROOF

RECOMMENDED — GHOST=0%, TRICKSTER=100%, AGGRESSOR=0%

Remain out of the restricted area, and drop your RC Jumper. Use NetHack to watch the dog and guard on the ground floor, and dart to the base of the stairs when they aren't looking. Unlock the CCT, then drive up the stairs, watching for the two foes on the roof. Drive directly to the concrete cabin. Hack the door and it swings open (now the terminal is unlocked). Drive inside, and complete the data container hack.

TASING TO GET THE TRUTH

RECOMMENDED — GHOST=80%, TRICKSTER=0%, AGGRESSOR=20%

Enter from IP1, remaining at long range and tasing the dog before he smells you. Tase the guard coming over to inspect the dog. Then move to the closed-circuit box and unlock it. Climb the metal stairs, but train your taser at the roof's eastern corner. A guard should patrol and stand at this point, and he can easily see you if you ascend the stairs. So head up them slowly, and tase him before he sees you.

This leaves the last guard standing close to the roof entrance from the stairs. When he moves away, tase, melee, or strangle him. Then open the concrete cabin door and hack the data container inside.

APPEARING A LITTLE UNCOUTH

GHOST=0%, TRICKSTER=0%, AGGRESSOR=100%

There are few guards, but the two on the roof aren't easy to neutralize once the alarm is raised. Sniping from the water is one option. Another is quick tagging of the dog and ground guard and a swift stairs assault. If you traveled here by vehicle, spin it around to face inland, so you can quickly return to it and escape.

After you hack the data container, you leave a present in their hardware, and the mission concludes.

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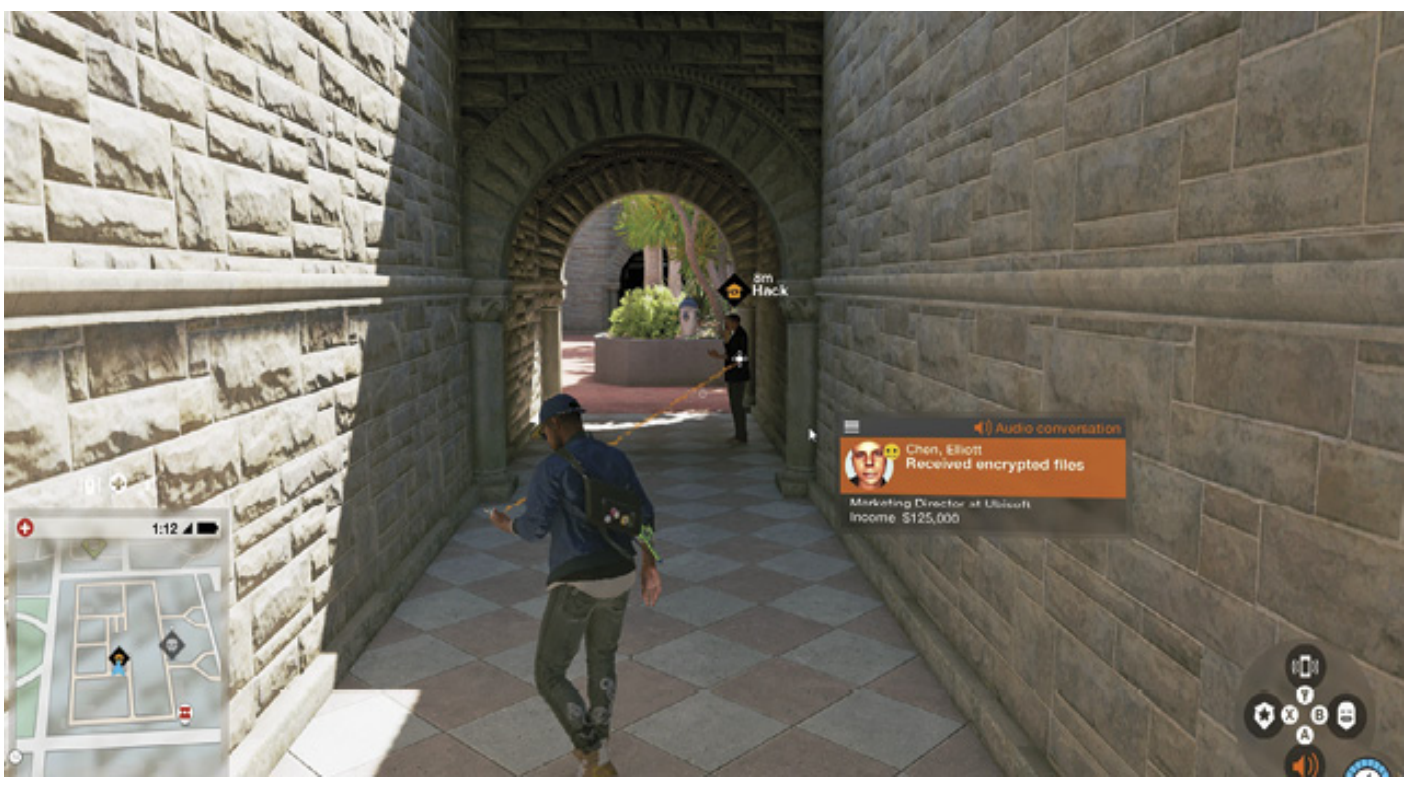
UBISTOLEN

1. Acquisition—Operation Starter

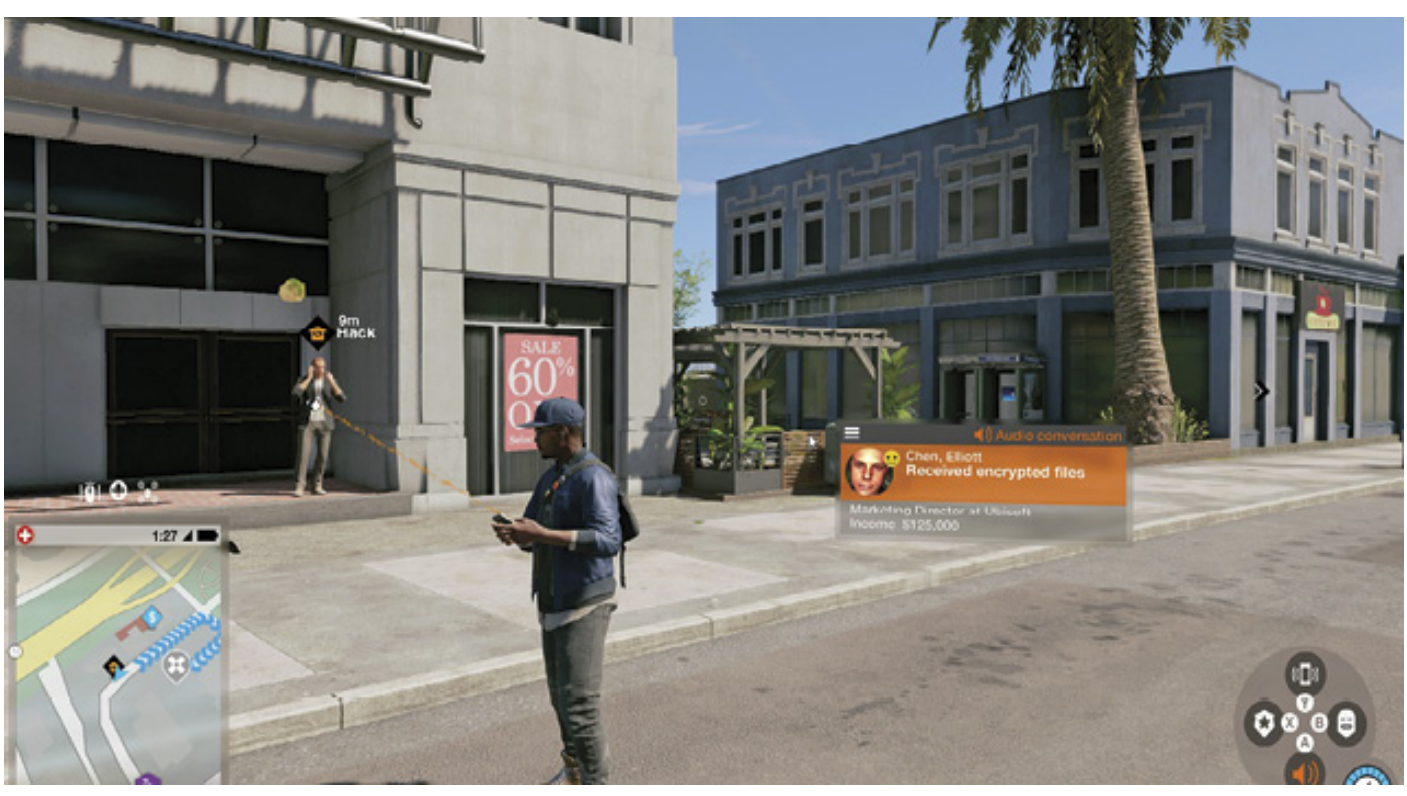
LOCATIONS

1. **Stanford University** Main Quad, **Silicon Valley**.
2. Shop front, southwest of St. Gianna Salt Farm and freeway, **Silicon Valley**.
3. Liquor store, two blocks southwest of Nudle, **Silicon Valley**.

A marketing director for the video game company Ubisoft is chatting on his phone. He's available to spot at any of the three following locations. Find him at any location to begin this operation.



Standing in the covered stone archway at the corner of the Main Quad, inside **Stanford University** campus, in central **Silicon Valley**.



Standing at a closed shop front, one block southwest of the St. Gianna Salt Farm, just west of the freeway exit and park, in northeastern **Silicon Valley**.

Across from the **clothing** store, standing on the front steps of a closed liquor store, two blocks southwest of the Nudle campus, in southeast **Silicon Valley**.

Hack his phone, intercepting his conversation to a superior regarding his confidence about the security put in place to halt the leaking of a new trailer. After the cheat, you mention this to your team. Sitara can smell all those Followers you'd nab if the trailer got into DedSec's hands! See if you can fit a Ubisoft heist into your schedule.

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UBISTOLEN

2. Operation—Spoilers!

OBJECTIVES

- Find the trailer at the Ubisoft office.

BRIEF

DedSec caught wind of a trailer being developed by Ubisoft **San Francisco**. Who knows what game it's for and who cares, so long as we get followers by leaking it.

LOCATION

- Ubisoft **San Francisco** offices, **San Francisco**.

Locate Ubisoft's offices, with the game company's logo and *Assassin's Creed* poster on the front walls of the brick building close to **Nudle Park**. Then head around the back of the building into an alley. Head northeast, into a parking lot with a graffiti-daubed container and pallets at the far end. Climb onto the adjacent building, turn southwest, and climb the ladder onto the Ubisoft building roof. The building security router requires a physical hack (and your **RC Jumper** can't reach here remotely).

Step up to the router, and take control of the cameras inside the marketing department. You can listen to conversations while moving from camera to camera. Hack a sliding door to a conference room with a PR director delivering his stellar pitch for synergy with *MMA* and *Just Dance*. But you're here to hack the electronic door at the end of the floor, across from the big TV and box of donuts.

Access the camera (on the TV) inside the office with the whiteboard on the wall, then the laptop camera; finally, hack the PC tower under the TV. You download a confidential E3 2017 conference video of a brand-new game. Watch it, before Sitara and Wrench take it off your hands. That should net you some Followers. The operation now concludes.

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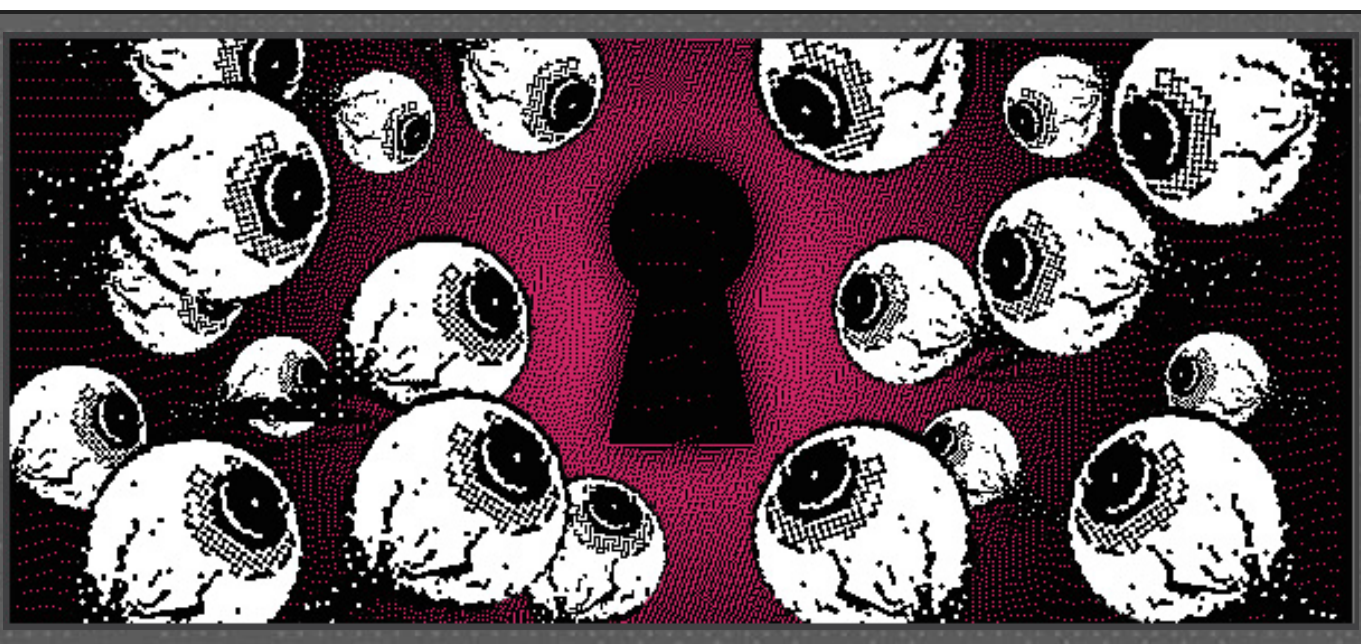
HAUM INTRUDER

1. Operation—Burn



OBJECTIVES

- Hack into Cole Laing's apartment.

BRIEF

Now that Pervert Cole's complete details have been exposed, it's time to give him a taste of his own medicine.

LOCATION

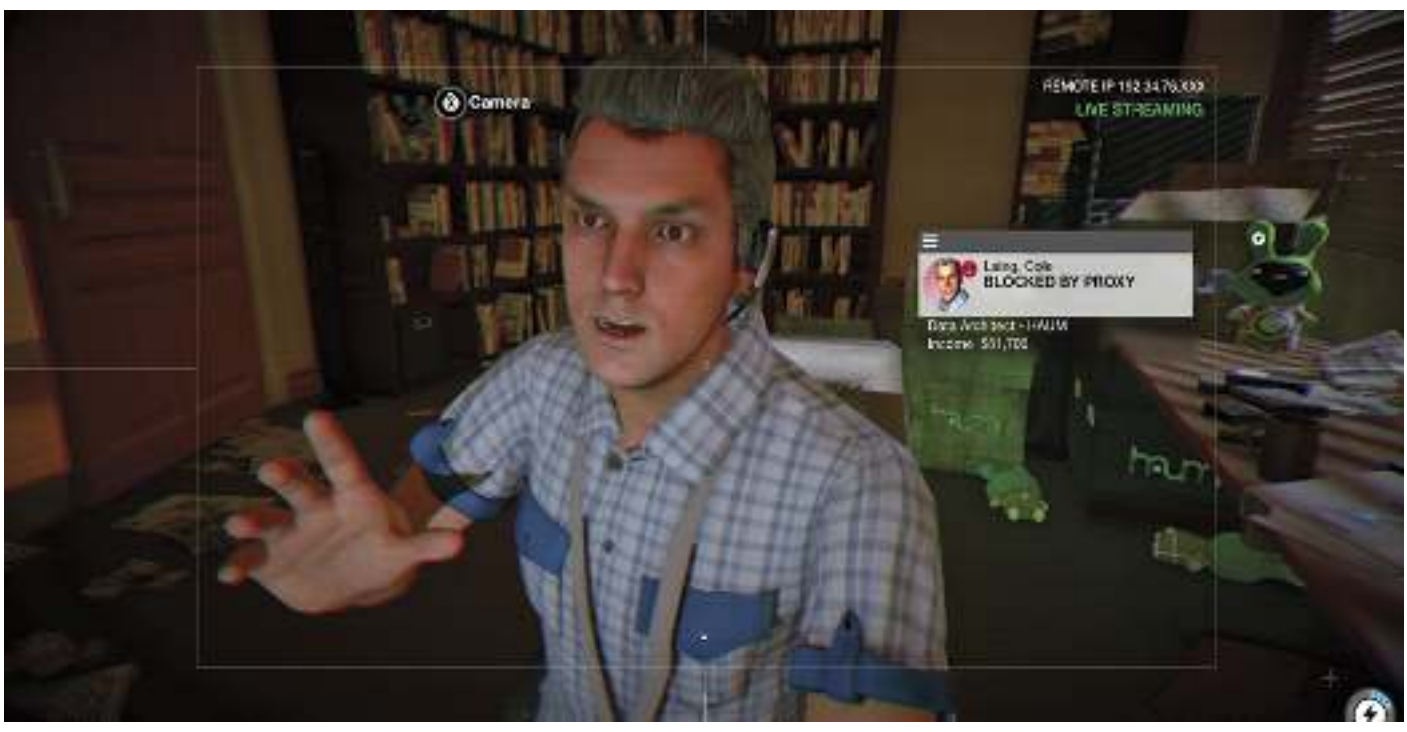
- Cole Laing's apartment, Sausalito, Marin.

Wrench lets you know one of DedSec's Followers swiped an e-mail from a HAUM suit, where HAUM's data architect, Cole Laing, confesses to liking kids. You have a lead on this potential pedophile working for HAUM and decide to investigate. Drive into Sausalito in Marin, and locate Cole's apartment. Climb the planter and gazebo up onto the roof (or use the RC Jumper). Physically hack the ctOS box. Time to wreck the world of Pervert Cole.

SPECIAL UNLOCK REQUIRED

In order to access this operation, you must have completed Operation: HAUM Sweet HAUM and reached over 425,000 Followers. After you meet both requirements, this commences automatically.

Cycle through the cameras inside Cole's office, while you listen to his revolting conversation with a buyer of his video footage. When you've heard enough, interrupt Cole's call by disrupting the audio on his stereo headset. Keep this up until Cole leaves his apartment to buy a new headset. Or, you can crash his hard drive along with his headset audio, hack his home security system (after he opens his ctOS box), and finally freak him out by playing loud music, flashing the lights, and playing back some of his previous conversations. He then flees. Though you want to reach through the camera and strangle the guy, Sitara has already circulated footage of Cole's little operation: Society will do the strangling. The mission concludes.



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RODENTIA ACADEMY

1. Acquisition—Operation Starter

SPECIAL UNLOCK REQUIRED

In order to access this operation, you must have completed Operation: Looking Glass (Main Missions) and accrued 975,000 or more Followers. This starts automatically once you meet both requirements.

Wrench lets you know one of DedSec's newbie Followers reported some strange rat-masked "art anarchists" hanging around the MOMA. Are they related to the musician Defalt? Time to check.

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RODENTIA ACADEMY

2. Operation—Masquerade

OBJECTIVES

- Meet the DedSec Follower near MOMA.
- Locate and hack people wearing rat masks (3).
- Leave the area.

BRIEF

People have been reporting weird people in rat masks hanging around the Museum of Modern Art. DedSec is going to find them and hack them to try to figure out what's going on.

HOSTILES

- Umeni Security Corps

LOCATION

- 1. Coffee shop one block northeast of Mission Dolores Park, San Francisco.
- 2. Unloading bay, building one block southwest of SFMOMA, San Francisco.

3. Checkerboard floor art gallery entrance, one block southwest of SFMOMA, `San Francisco`.

4. Unloading alley, behind SFMOMA, `San Francisco`.

Both the DedSec Follower and the MOMA building are relatively close to your Hackerspace. Find the Follower ("Snickerdoodle"), and she fills you in on the rat-eared crew bothering folks at the art museum. Time for pest control. The following three people can be found in any order you like, and require a simple hack to discover more about them (meaning you, or either drone can do the job). Use `NetHack` to ascertain the locations of the first two people easily.

Rat-Masked Anarchist 1: From Snickerdoodle, jog along with SFMOMA building and find the first anarchist in a small

unloading bay.

Rat-Masked Anarchist 2: Continue around this city block to a checkerboard floored entrance to an art gallery, where another rat-man is bothering the public.

Rat-Masked Anarchist 3: It seems one of the three rat-masked people is tagging a low roof area in the unloading dock and alleys behind the SFMOMA building. Beware of Umeni guards patrolling this area.

☰ Infiltration Points

1 Northwest Fence:

This is the closest to the objective, but you can’t climb over the iron fencing, unless you use a nearby parked vehicle. Drive it to the container adjacent to the wall and hop over.

2 Northeast Security Hut:

The barrier and small security hut to the northeast offer a wide access if you want to drive a vehicle through here. There are two guards close to each other, making stealth infiltrations more tricky.

3 Eastern Open Gate:

Though this allows easy access into the unloading area, you appear in the middle of the guards' patrol paths and are more easily spotted. This is a good place to tase or snipe from, though.

4 South Security Hut:

This is the optimal spot for stealthily infiltrating this restricted area, as you can quickly subdue or tase guards one at a time without being spotted and can easily secure the area.

POIs and Objective Points

Key Data (SFMOMA)

Inside a container, behind a van parked inside the container, is the key data for this area. Access it using the **RC Jumper**; drive it under the van, to the rear of the container and physically gather the key data.

Rat-Masked Objective

The objective is on a low roof in the northern part of the restricted area, near the graffiti of Defalt, and is more easily hacked remotely.

PATHS TO COMPLETION

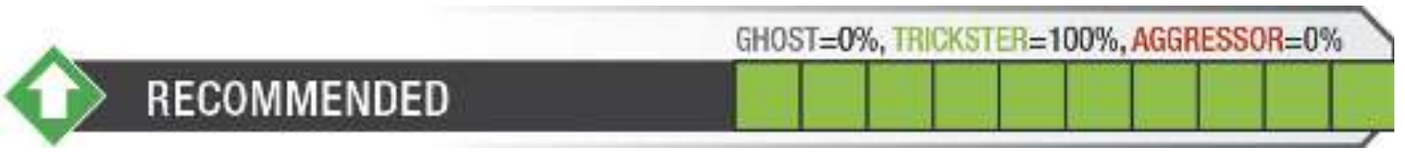
There doesn't have to be any physical infiltration of this restricted area, though the key data in SFMOMA is a good reason to bring the drone toys with you.

ALL TECHNIQUES ARE POTENT

This allows you to subdue all four guards and gather the key data. Enter from IP4, round the corner, and use the **RC Jumper** to gather the key data from the inside of the nearby container with the van parked in it. Then subdue the nearest guard.

Check the guard to the north; use the crates as cover and peek out to tase, spark the ground vault so the guard investigates (then explode it or tase him), or maneuver up to and strangle him. If there are two guards by the security hut opposite, activate the barrier so they are preoccupied, before quickly tasing both of them. Finally, climb to the objective and hack him before leaving prior to any guards waking up.

REACHING OUT FOR THE RODENT



Simply fly your Quadcopter from any infiltration point, to the objective, and hack him. If you park a vehicle near IP1, you can use the **RC Jumper** to hop over the container, the fence, and then the metal awning to the low roof where the target is. Afterward, you can continue using the **RC Jumper** to claim the key data too.

With all three of the anarchists hacked, simply leave the highlighted area around MOMA, and the mission **updates**.

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RODENTIA ACADEMY

3. Operation—Rat Trap

OBJECTIVES

- Investigate the **Rodentia Academy** HQ.

BRIEF

We've tracked the Ordinate Academy back to their base of operations. Is it a scam? Performance art? A cult? Whatever the case, DedSec's going to expose the truth behind this movement.

LOCATION

- Bayview Rise, south **San Francisco**.

Josh has tracked the whereabouts of the academy to the old factory and art installation called Bayview Rise, by the bay (southeast) on the edge of **San Francisco**. Drive there, and approach the objective point from the northeast (heading southwest). That way, you can ignore the nearby restricted areas.

Run between the two giant cylindrical structures on each side of you, weaving between the metal containers. Climb the ladder on the low building and a second ladder leading to a ctOS box. You can also do this with an **RC Jumper**.

Hack the ctOS box. You're inside the operation. Quickly cycle through the cameras to view the room, before hacking the server. Then leave; you've acquired enough dirt to allow you to uncover the whereabouts of some key gear the Academy is hiding. It would be a real shame if some of it got damaged…

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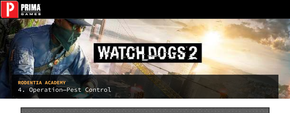


RODENTIA ACADEMY
4. Operation—Pest Control

OBJECTIVES

- Destroy Rodentia Academy's gear (4).

BRIEF

DKs going to expose its own followers to make a point about privacy. Dedsec, of course, opposes this wholeheartedly. We're going to send a message by destroying their equipment and exposing their plans.

HOSTILES

- Umeni Security Corps

LOCATION

- Warehouse two blocks northwest of South Park, San Francisco.

The warehouse containing the equipment that must be destroyed has several guards and a dog to worry about. Fortunately, it has more infiltration points than most and some great places to hide:

Infiltration Points

1 Main Gates (East):

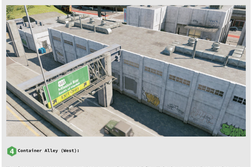
Access these via the road. Drive up to the open gates and left turn into the warehouse alley, unless you're here clandestinely, in which case, you're easily spotted (though you can coax foes around the main corner and dispatch them one by one).

2 Scissor Lift Alley (North):

Get here from the ground by parking a vehicle and jumping the otherwise-inaccessible fence. Or stop on the elevated freeway above, and dart across the concrete buttress column and onto either of the warehouse structures to reach here.

3 Equipment Warehouse (Northwest):

Step from the elevated freeway (to the northwest), running along the concrete freeway buttress, and drop slightly onto this warehouse roof (or scale the warehouse from the south). You're directly over the objective now, so snipe, try stealth, or use drones to finish the job.



4 Container Alley (West):

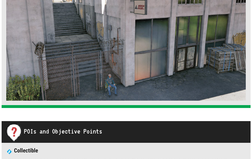
The fence here means you must hop over using a vehicle. This is your easiest option. Or, you can use the hackable forklift parked outside the restricted area to the southeast (drive it around the homeless camp parking lot and onto the street adjacent to this infiltration point). This offers quick access to 3F3 or the roof to the southwest, which has a better view of the garage for the destruction to come.

5 Off-Ramp Roof Access (Southwest):

Use a tall van (like a taco truck) and park it on the elevated freeway ramp to the southwest. Climb the van, and hop onto the roof of the warehouse in the south part of the restricted area. This offers great protection, escape opportunities, and line of sight to the garage and objective.

6 Stepped Alley (Southeast):

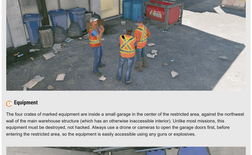
There's an open fence gate at ground level (under the freeway off-ramp) enabling you to quickly access some steps up to the warehouse. The objective is opposite you, meaning it's easy to line up a grenade shot after opening the garage, before escaping.



POIs and Objective Points

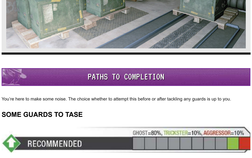
Collectible

Positioned on some blue barrels under the small metal awning, this collectible is easily gathered during a stealth takedown only by entering at 3F6. Drop the RC Jumper to climb the steps, weave around crates to avoid being spotted, and physically grab the item.



Equipment

The four crates of marked equipment are inside a small garage in the center of the restricted area, against the northwest wall of the main warehouse structure (which has an otherwise inaccessible interior). Unlike most missions, this equipment must be destroyed, not hacked. Always use a drone or cameras to open the garage doors first, before entering the restricted area, as the equipment is easily accessible using any guns or explosives.



PATHS TO COMPLETION

You're here to make some noise. The choice whether to attempt this before or after tackling any guards is up to you.

SOME GUARDS TO TASE

RECOMMENDED — GHOST:+80%, TRICKSTER:+10%, AGGRESSOR:+10%

This allows you to tase all the guards and dog and gather the collectible. Start at 1P1, taking the foe by the crates at the entrance. Move to his position, and aim down the alleyway (looking southwest). Tase the patrolling guards from nearest to farthest. The other guards come to investigate. Tase them from range, including the dog, until one guard is left, then track and throttle or tase him. Take sleeping foes multiple times to stop them waking up during this taser-fest. Then grab the collectible, hack the garage, and destroy the equipment.

CREATING A REMOTE BLAZE

RECOMMENDED — GHOST:+0%, TRICKSTER:+100%, AGGRESSOR:+0%

Enter from 4P3 or 4P4 and drop in the RC Jumper after hacking the garage doors open. Then drive the Jumper into the garage, and drop grenades (assuming you've equipped the Jumper with explosives). Detonate remotely.

A WAREHOUSE TO RAZE

GHOST:+0%, TRICKSTER:+0%, AGGRESSOR:+100%

From the roof of 3P5, look down and across at the garage, hacking the door open. Punt a well-aimed grenade into the garage. Then leave via the freeway.

Or, drive a bike up to 3P1. Use the cameras to locate the garage door and open it. Drive into the warehouse, quickly drop in a grenade, and speed away via an exit down the steps at 1P6. Dangerous, but quick and effective.

After you complete the objective, you let Ray know the rats' tails have been chopped off. He reckons you haven't seen the last of them. This mission now concludes.

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WHISTLEBLOWER

1. Acquisition—Operation Starter

Sitara has a lead on HaDoCk and Graystrom from one of your Followers—an intercepted phone call between Jason Fassbender and his wife about some compromising pictures she's received. Fassbender worked for Graystrom, and it seems he's being sabotaged for whistleblowing. Time to find out more.

SPECIAL UNLOCK REQUIRED

In order to access this operation, you must have completed Operation: Infected Bytes and Operation: Stolen Signals (in either order). After finishing the second of the two operations, this commences automatically.

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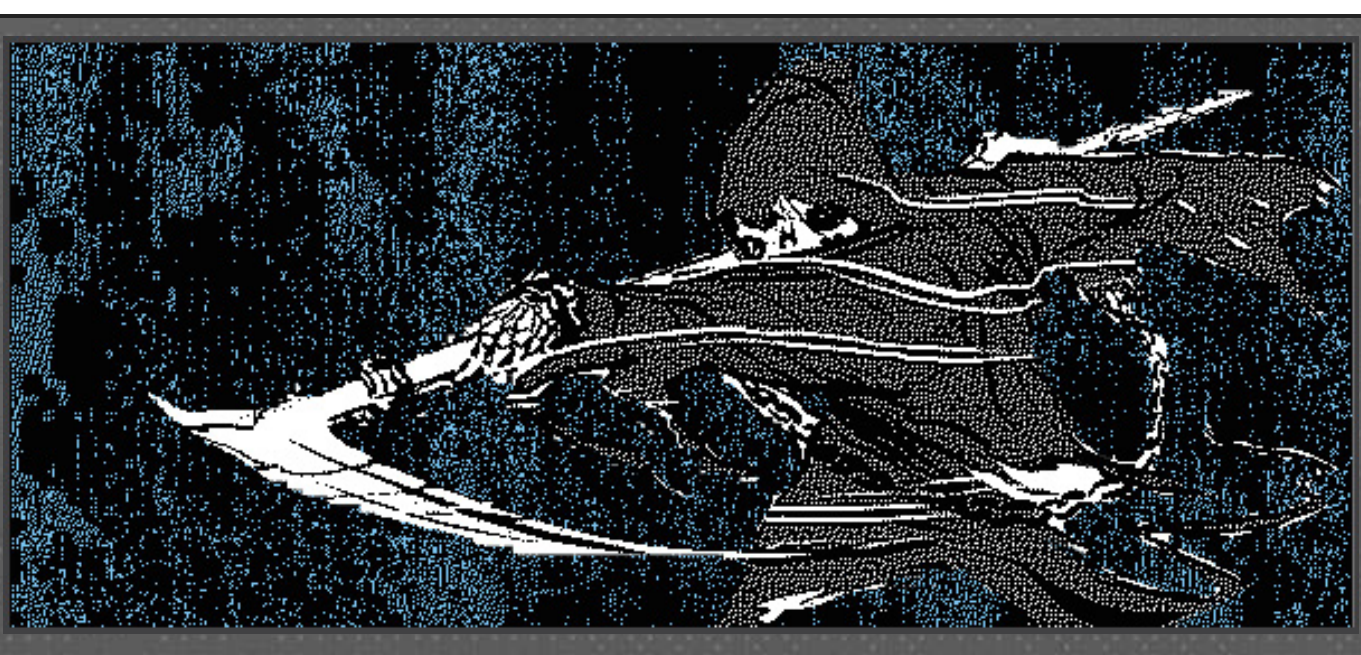
WHISTLEBLOWER

2. Operation—Homewreckers



OBJECTIVES

- Follow the **whistleblower**'s trail.
- Investigate the **whistleblower**'s home.
- Investigate the **whistleblower**'s bank.

BRIEF

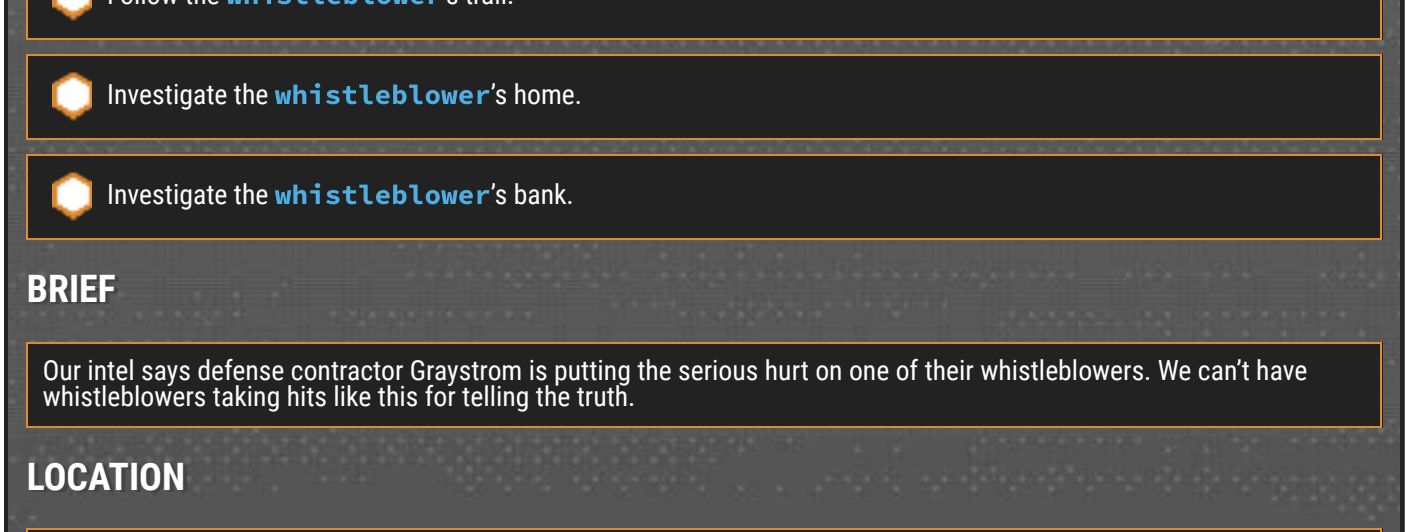
Our intel says defense contractor Graystrom is putting the serious hurt on one of their whistleblowers. We can't have whistleblowers taking hits like this for telling the truth.

LOCATION

- 1. Apartment complex by freeway, due south of Blume Arena, **Oakland**.
- 2. Bank building one block west of **Oakland** City Hall, **Oakland**.

Both Fassbender's home and bank are located in **Oakland**. You can visit both locations in any order you like, though the order presented here is optimal.

Home: Head to the home of Fassbender first; accessing the ctOS router on the roof requires some planning. Use the cameras or the drone to access the crane with the window-washer platform on it. Lower the platform down to the glass awning. Then hop in the scissor lift parked in the vicinity, drive it to the area close to the awning, and raise the lift so you can easily hop from the lift to the crane. Then raise the crane to the roof and jump off. Access the router.



Access the camera in the apartment, so you're looking at the kitchen, and hack the laptop on the counter. There's a chat log regarding the anonymous tip his wife got. The Photoshopping on the compromising pictures is particularly amateurish.

Bank: At the bank close to **Oakland** City Hall, the ctOS box is on a ledge above the Laundromat, just up and right of a Pharmingtons. You can't reach it from this side, so approach from the (closed) coffee shop and pedestrian plaza around the corner (to the southwest). Use the crate pallets to reach the wooden gazebo and AC unit, and get onto the roof via a ladder. Cross the roof, drop down to the ledge above the Laundromat, and access the ctOS box. Or, you can use the scissor lift and raise it up to the ledge with the ctOS box on it.

Access the camera inside the back room of the bank. Interact with the various computer monitor cameras until you're looking at the back of a bank employee and can hack the tower PC next to him. You acquire an e-mail from Graystrom framing Fassbender!

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WHISTLEBLOWER

3. Operation—Intervention

OBJECTIVES

- Find the **whistleblower**.

BRIEF

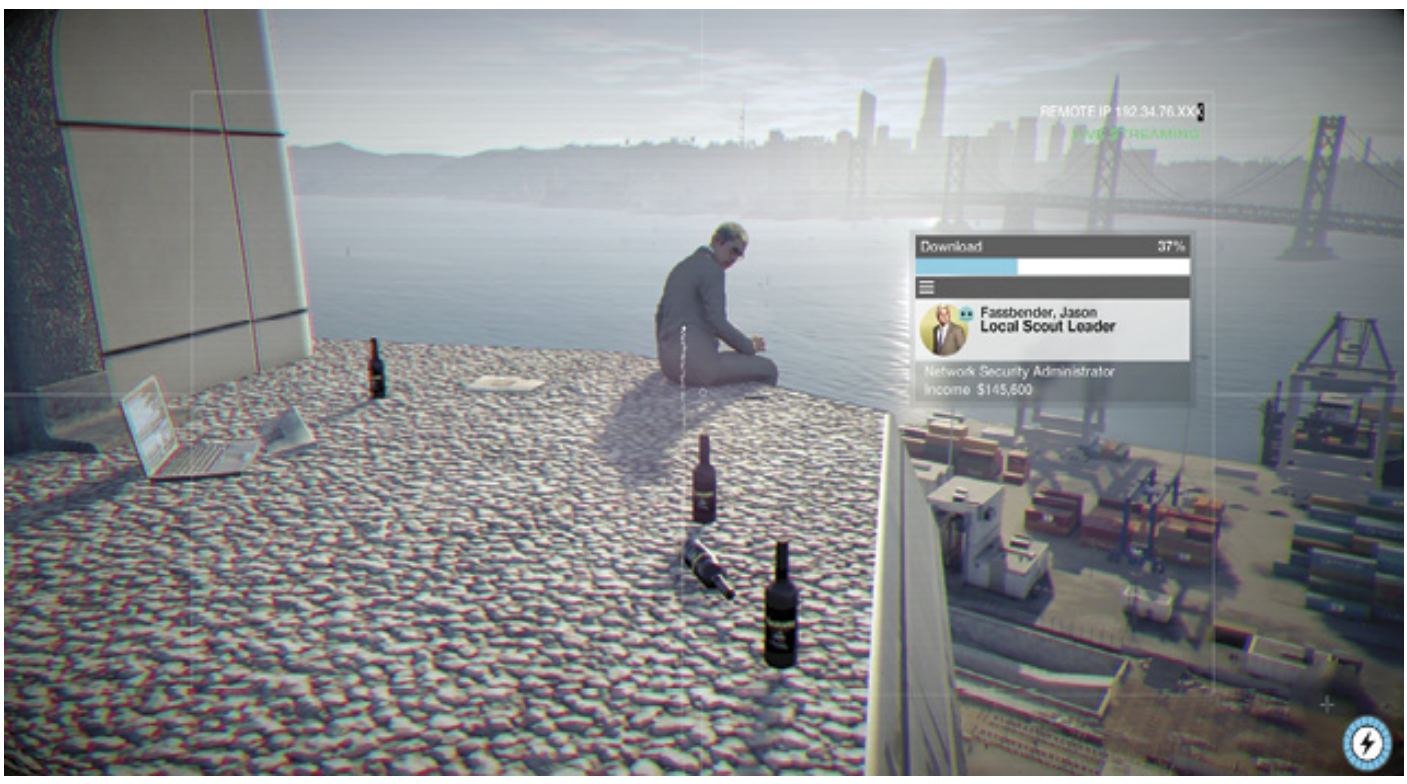
The **whistleblower**'s at Symphony Hall, but Graystrom's pushed the guy over the edge. There's no telling what he's going to do, so let's hope we reach him in time to help.

LOCATION

- Symphony Hall, east of freeway, **Oakland**

Once both locations are checked, Sitara chimes in; Fassbender just posted something real bad to his !nvite account. He's about to jump off a building! Wrench gets a geotag off the picture and triangulates where he is. Drive immediately to Symphony Hall, and locate the ctOS box at ground level, in the southwest corner of the building exterior.

You hack into the camera feed on the roof. Fassbender is perilously close to falling. As soon as you're able, hack the laptop to the left, downloading the data on Graystrom; then, to bide some time, hack his phone so he receives a call from his receptionist Emily. DedSec quickly gathers the information from the laptop and sends exonerating evidence to Fassbender's sister. Call him again, and his sister relays the information. Fassbender is safe and backs down. Now to see what he'll do with Graystrom's shady information… This operation now concludes.



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THE ZODIAC KILLER (ULC)

1. Acquisition—Operation Starter

Sitara contacts you regarding texts she pulled from a cop. It mentions a cryptogram puzzle that gets Ray all kinds of excited. The police currently have it, but if you can get a picture of it to Ray, he might be able to decipher it.

SPECIAL UNLOCK REQUIRED

To enable this operation, you must first have completed Operation: Looking Glass and accrued 1,185,000 or more Followers. This starts automatically once you meet all requirements. This is ULC content, so an unlock code or purchase from the in-game store is required.

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THE ZODIAC KILLER (ULC)
2. Operation-Crypto

OBJECTIVES

- Get the cryptogram from the SFPD.

BRIEF

The police have received coded messages from a mysterious source. Be the first to crack the code and put the cops to shame.

HOSTILES

- San Francisco Police Department

LOCATION

- Cop yard, northwest Transbay Center, San Francisco.

Drive to the small yard to the side of the SF Police Station at the Transbay Center, under the elevated road connected to the northwest wall. Locate the ctOS box, which requires and physical hack, then once you're inside the station, remotely hack two computers using the police station cameras, which allows you to obtain the cryptogram and research information, revealing Prime_Eight are also involved in this case. There are more infiltration points than you may think.

☰ Infiltration Points

1 Main Gate (Northwest):

With usually two guards standing here, this isn't the stealthiest method of gaining entry to this small yard, though it's the best way out of here afterward.

2 Police Parking Lot (North):

The raised parking lot slightly above the yard allows easy access from the north and a good view if matters turn violent. Drop down from the parked car, though you're easily spotted.

3 Parked Truck (South): On the yard's south side is a parked truck on a ramped dock. Climb on that, hop over the concrete wall, and you're right at the objective, though you can be spotted during this maneuver. On the flatter ground, you can climb over the concrete wall.

4 Transbay Center Ramp (Above):

Above the yard is a concrete road ramp. Ascend it to the pillar supporting the Transbay Center building, directly above the objective. Then drop over the edge—a quick, only slightly damaging way to circumvent the guards, at least prior to the ctOS box hack.

? POIs and Objective Points

Building Security Router

Positioned in the southern corner of the yard, this is easy to spot and reach without police interaction.

PATHS TO COMPLETION

With only four police officers to worry about, reaching the objective can be attempted with little hostilities.

A RUN AROUND THE BLOCK

GHOST=100%, TRICKSTER=0%, AGGRESSOR=0%

RECOMMENDED

Simply vault over the Transbay Center Ramp at IP4, and start the hack. Afterward, exit by heading northeast, along the inner perimeter to the container, and up over the fence by IP2. Avoid all police contact.

SHORT, SHARP SHOCK

GHOST=80%, TRICKSTER=0%, AGGRESSOR=20%

RECOMMENDED

Enter from IP3, dropping behind cover and tasing one of the two guards at the front gate. Remain out of sight and tase the three other guards as they either investigate or start patrolling. You don't even need to change location. Just watch for the police waking up after you hack the router.

DON'T GET HIT BY A ROCK

GHOST=0%, TRICKSTER=100%, AGGRESSOR=0%

RECOMMENDED

From either IP3 or IP4, drop the RC Jumper and maneuver it to the objective; this is far safer than entering the restricted area yourself, and the escape plan is even easier!

CLEANING SOME CLOCKS

GHOST=0%, TRICKSTER=0%, AGGRESSOR=100%

Make a short sweep and cut down the cops with shots from IP2. When the objective hack is complete, steal the bike from this yard, and use it to speed through the gates (which is also a good plan if you don't want to neutralize any targets but wish to leave in a hurry).

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THE ZODIAC KILLER (ULC)

3. Operation—Prime_eight Directive

OBJECTIVES

- Intercept Prime_Eight's phone calls.

BRIEF

Looks like the SFPD has thrown in with Prime_Eight. See if they have any info of value and put an end to their efforts to decode the messages.

LOCATION

- Concrete bunker lookout, Kirby Cove, Marin.

Drive to the cliffs northwest of the Golden Gate Bridge, to a known gang hideout that is currently lacking any enemies. Locate the Prime_Eight Follower trying to solve the cryptogram; she's usually in the small hut atop the bunker lookout. You can use remote cameras, your drone, or RC Jumper, or just barge in and grab the key data for Kirby Cove that she's close to. Whatever plan you try, hack her phone to gather more intel. The phone call she makes mentions a "data outpost."

SEARCH ERROR, whodat tryin to solve this cryptogram!
AUDIO
Intercepted audio
She wouldn't say. Said I'm too young to understand.

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THE ZODIAC KILLER (ULC)

4. Operation—Rigged Game

OBJECTIVES

- Find the server at StarTer Refinery.

BRIEF

So, Prime_Eight got a lead on some heavy computer hardware recently installed at the StarTer Oil Refinery. Sounds exactly like what we need.

LOCATION

- StarTer Oil Company, **Oakland**.

Cross the Richmond–San Rafael Bridge from **Marin** to **Oakland**, and drive into the oil refinery. There's a router in the main refinery tanks area, but it's underground, below a see-through grate you can't move.

Head toward the crane, but turn left after the tanks, passing the red security router (which you don't need to access). Stop at the rubble area near some pallets and porta-potties. Notice the rusting barrel? There's a duct there; drive your **RC Jumper** into the duct, all the way to the area under the grating where the router is, and physically hack it. Once you're into the server room, hack the AR3100 Server Unit. Ray now feels the thunder, breaks the cryptogram, and uncovers a strange message: "Follow me."

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THE ZODIAC KILLER (ULC)

5. Operation—Marks The Spot

OBJECTIVES

- Investigate the decrypted location.

BRIEF

The cryptogram contains information pointing to a location near the city. Head there and we'll get to the bottom of this mystery.

LOCATION

- Under the Richmond–San Rafael Bridge, Marin.

Take a boat from the dock near the crane at the StarTer Oil refinery, and maneuver it out into the bay, heading to the bridge. Stop it at the giant concrete footing. You can also drive a car, bike, or truck across the bridge, get out above the objective, and fall into the water, but you're in for a long swim!

Climb onto the footing and make a grisly discovery: a corpse with a phone to hack. Listen to the message on the phone before starting the least pleasant treasure hunt of your hacking career. The Zodiac Killer is back!

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THE ZODIAC KILLER (ULC)

6. Operation—This Is The Zodiac Speaking

The Zodiac Killer is stalking the Bay Area again, though Ray reckons if he's the original murderer, the guy must be in his 70s by now. You have three locations to visit, which you can explore in any order. Though there are restricted areas close to each one, none are in locations where hostiles are a problem. Find them in the following order to minimize backtracking. Remember you need to take a picture of each "clue" (a corpse) before continuing. Selfies are allowed, though that's hardly an acceptable way to conduct yourself, is it? Instead, take normal photographs, or use your drone's camera to take a picture. Finally, remember to bring up your **NetHack** view to more easily acquire the objective's general location.

Clue 1: Drive to the rail yard of the 16th Street Station in **Oakland** and behind (northwest of) the station. Look at the open cargo carriage for the first corpse.

Clue 2: Drive south into **Silicon Valley** and onto the St. Gianna Salt Flats. Find the offshore floating barge with the cargo containers on it. If you've yet to gather the Research Point, swim over and climb on the barge, gather the collectible from the orange container, and inspect the open rear doors of that same container for the second corpse. Or, use the drone to fly there more swiftly. first corpse.

Clue 3: Head south and west to the freeway running just above the **Crystal Springs** Dam. Exit your vehicle, and either use the drone or head down the steps by the river. Go under the freeway to spot the last corpse clue, on the scaffold near the top of the dam. Sitara lets you know two cell towers need their signals boosting so DedSec can finally home in on this sicko.

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THE ZODIAC KILLER (ULC)

7. Operation—Mt. Diablo

OBJECTIVES

- Boost the cell tower signals (2).

LOCATION

- High-rise construction building, two blocks southwest of HAUM Data Center, San Francisco.

Drive to the high-rise building southwest of the HAUM Data Center. Enter the city block with both objective points (cell tower panels) from the north, heading south. Climb the two ladders from the Dumpster, onto a roof midway up, during which time Sitara lets you know !nvite is blowing up over Zodiac. Then locate the window-washer crane ahead of you above the large lip of the next building, and ride it up.

Jump across the building to the one you just climbed up, and work your way up through the construction equipment and scenery. When you reach an area with a wood fence above you, destroy the explosive barrels so you can climb up to reach the roof. Then install both cell tower boosts.

DedSec needs time to bypass some proxies, so descend the same way you came. As you reach the ground, you're told where the Zodiac Killer is.

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THE ZODIAC KILLER (ULC)

8. Operation—Crackproof

OBJECTIVES

- Get to the Zodiac at **Alcatraz**.

LOCATION

- Ruined prison structure, north shore of **Alcatraz**, **San Francisco**.

Head to the **San Francisco** Pier to secure a boat (swim if you're feeling adventurous, or fast-travel if you're not), and cross the bay to **Alcatraz**. Disembark anywhere, moving to the indicated objective spot: a router hidden inside the northern ruins of a prison structure, adjacent to a small Bratva gang hideout (to the east). Ignore the gangs; simply head down the old concrete steps, into the ruins.

Hack the ctOS box, and view the Zodiac Killer from the remote camera. Hack into his laptop to witness his final words. After he makes a fiery exit, the mission concludes, though some of the Zodiac Killer's words may haunt you.

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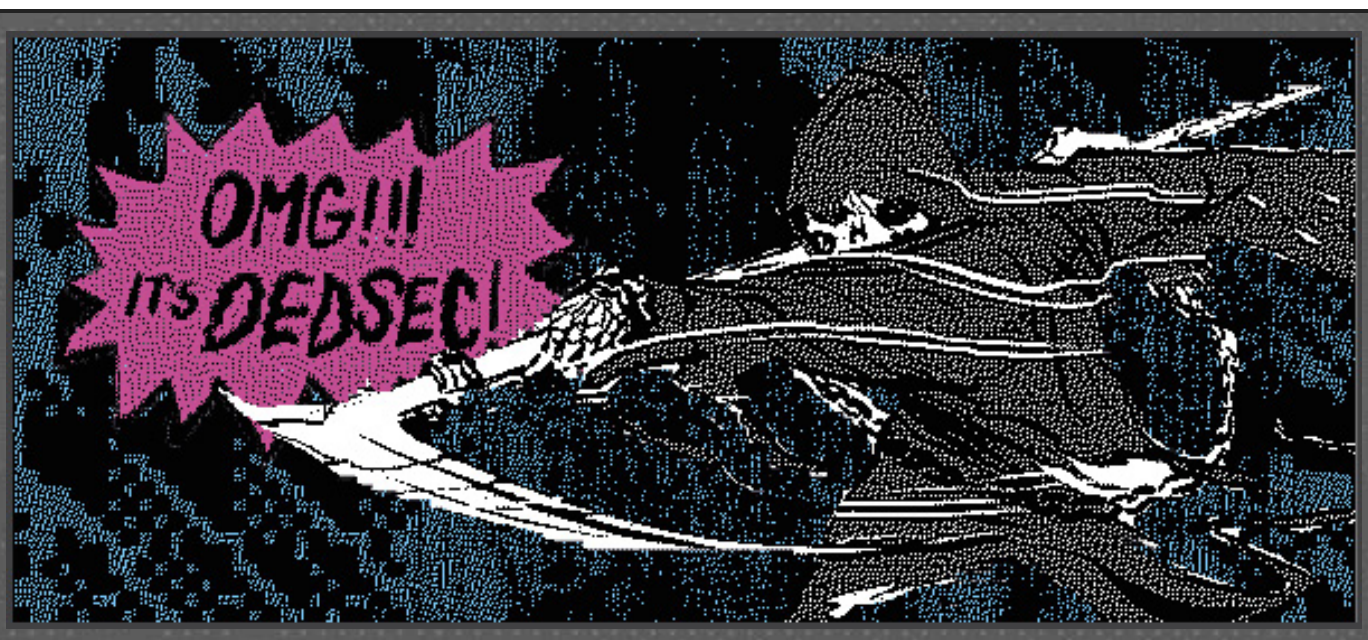
KICKIN' IT OLD SCHOOL

1. Operation—Antisocial



OBJECTIVES

- Locate a jammer at the Gates Houseboat.

BRIEF

In all of San Francisco, there's this one spot that's a total dead zone. No ctOS presence. Now we've got a better idea of where the hamming originated, but not who's doing it or why.

LOCATION

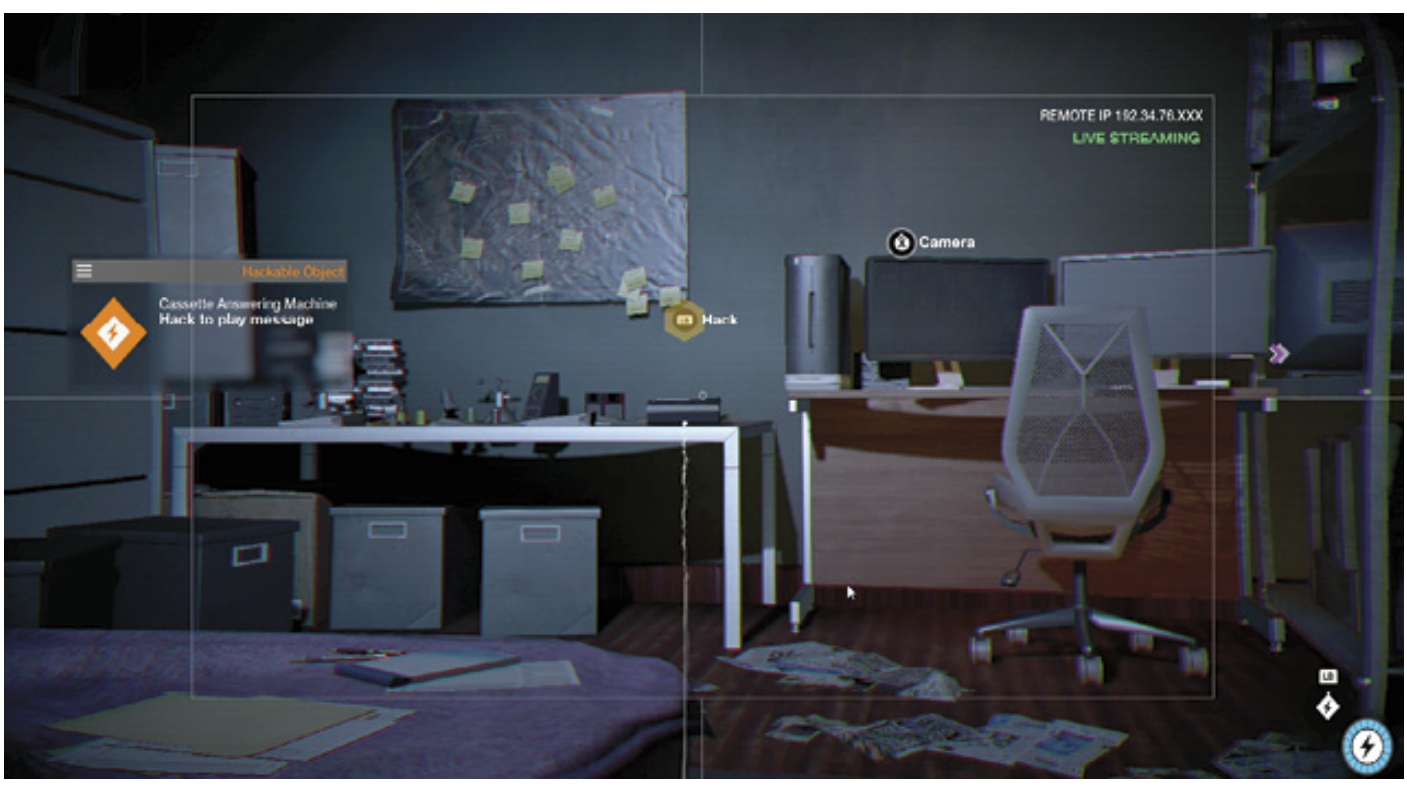
- The Gates Houseboat, eastern Sausalito, Marin.

SPECIAL UNLOCK REQUIRED

In order to access this operation, you must have completed Operation: Whistleblower: After finishing it, this commences automatically.

Wrench calls to let you know one of DedSec's Followers has a jammed signal up near the boathouses in Marin. Hack the signal pole at the entrance to the docks, then maneuver through the tight houseboat. Then move to the yellow and white houseboat vessel moored in the area's southern corner, with cameras attached nearby.

Access the ctOS box, and when the interior view is presented, access the laptop camera, then look for the cassette answering machine to hack. There's a threatening message for Jesper Mikkelsen (the "Jammer"), mentioning a coworker named "Redbeard." It seems Graystrom infiltrated this guy's NSA unit and syphoned off the intel. Time to track down his colleagues.



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KICKIN' IT OLD SCHOOL

2. Operation—VIP

OBJECTIVES

- Track both of Mikkelsen's targets (2).
- Locate new target at Vista Point.

BRIEF

The Jammer's computer was keeping tabs on two specific people. Are they targets? Allies? While we decrypt some files from the machine, you should find out why these people are important.

LOCATION

- 1. Apartment complex, north Sausalito, **Marin**.
- 2. Apartment complex, one block northeast of restaurant, Sausalito, **Marin**.
- 3. Vista Point, **Marin**.

Both of Mikkelsen's colleagues are in the vicinity of **Marin** and can be located in any order you like.

Target 1: Visit the white-boarded apartments to the northwest of the boathouses. Locate and hack the target, who is on his cell phone here.

Target 2: Visit the Spanish-style house near the restaurant. Enter the alleys of the adjacent apartment complex to find and hack the other target's cell phone. He's usually under a deck structure.

There appears to be a third player involved here, so tracking him down is your next plan. Grab a vehicle, and head toward Vista Point, at the north end of the Golden Gate Bridge.

Target 3: The third target is close to the T-shirt stand at Vista Point. The intercepted audio reveals the mole has been removed. DedSec tracks the location the target was calling into; it's got to be related to Graystrom.

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KICKIN' IT OLD SCHOOL
2. Operation-VIP 3. Operation-Legacy

OBJECTIVES

Wipe the Scotts' family records.

BRIEF

Scott may be dead, but his family's still at risk as long as they're in the system. The man left behind a legacy of NSA leaks, so the least DedSec can do is protect his family. Find their records and permanently delete them.

HOSTILES

Sons of Ragnarok Gang

LOCATION

Gang hideout, concrete overlook northwest of Kirby Cove, Marin.

It seems Mikkelsen was on to something, and now a man named Scott has paid the price. Wiping the family records requires a visit to a coastal overlook where a number of gang members are hiding out. Head there by vehicle, parking southeast of the restricted area.

Infiltration Points

1 Radio Mast and Concrete Tower (East):

This spot is the closest to the road and easiest to reach without being spotted. The gaps in the fence make infiltration easy, and the gang members aren't out in force here. A good place to start.

2 Southern Steps:

Midway between the upper structures and lower bunker, you're risking being spotted by enemies at both sides, so heading up these steps is only wise if you're planning a firefight. Note the collectible inside the storm drainage area close to here; use the RC Jumper to grab it.

3 Western Bunker:

This maze of old concrete structures to the west is good for hiding in and stepping out to neutralize foes. It's also a good spot to flee to if combat occurs. Watch you aren't outgunned from above. There's a Research Point in one of the small concrete huts to gather too (see **Path A** below).

4 Northern Rocks:

The entire perimeter of this hideout is "porous"; sneaking around to enter via the northern rocks is another good idea, as enemy patrols aren't as numerous. This is a good spot to remain during a firefight, too.

POIs and Objective Points

Laptop

This objective is inside one of the two small concrete huts on the upper "tower" area. You can enter the hut via the opening to the southwest, or you can attempt the simple hack from outside.

PATHS TO COMPLETION

There are many ways to face down the gang here, from complete annihilation to remote hacking without them even seeing you.

A GHOST RECON

GHOST=90%, TRICKSTER=0%, AGGRESSOR=10%

RECOMMENDED

Head to the tower and antenna area but remain just outside the restricted area and look west, along the rusty fence (**A.1**). Take the foe guarding this fence area (in the vicinity of the south steps). Return to the concrete tower, step through the mesh doorway just to one side of the tower, and strangle the foe here.

Then quickly step left (south) of the first hut, to the foe around the corner to the right, and throttle him (**A.2**). Then throttle the foe standing in front of the window where the laptop is. This allows you to quickly complete the objective right now.

However, you can continue down the steps along the northern perimeter of the restricted area, heading west to the concrete hut where you can gather the Research Point. Then simply scour the western area for the remaining guards and take them from range. Before any wake up, quickly use your RC Jumper to gather the collectible from the storm drain near the south steps (**A.3**).

A DRONE TO COUNT ON

GHOST=0%, TRICKSTER=100%, AGGRESSOR=0%

RECOMMENDED

Pick a good hiding spot away from the guards, throw your Quadcopter up, and hover it above the laptop to hack it. No mess. No fuss.

A REMOTE AUTOMATON

You can also use the RC Jumper. Drive it to IP4, for quick and easy access to the laptop hut. Back up and make a counterclockwise sweep of the western bunker to gather the Research Point; then head to the southern storm drain to grab the collectible.

GHOST=0%, TRICKSTER=100%, AGGRESSOR=0%

RECOMMENDED

INSTEAD OF BRAINS? BRAWN

GHOST=0%, TRICKSTER=0%, AGGRESSOR=100%

Remain at the upper huts near the antenna so you have the height advantage. The hut without the laptop in it is a good spot from which to snipe or defend. There's a variety of explosive barrels, ground plates, and wall boxes to detonate, too.

Once the upload is complete, Wrench tells you DedSec sent a message exposing the mole to Mikkelsen's other colleagues. The operation concludes.

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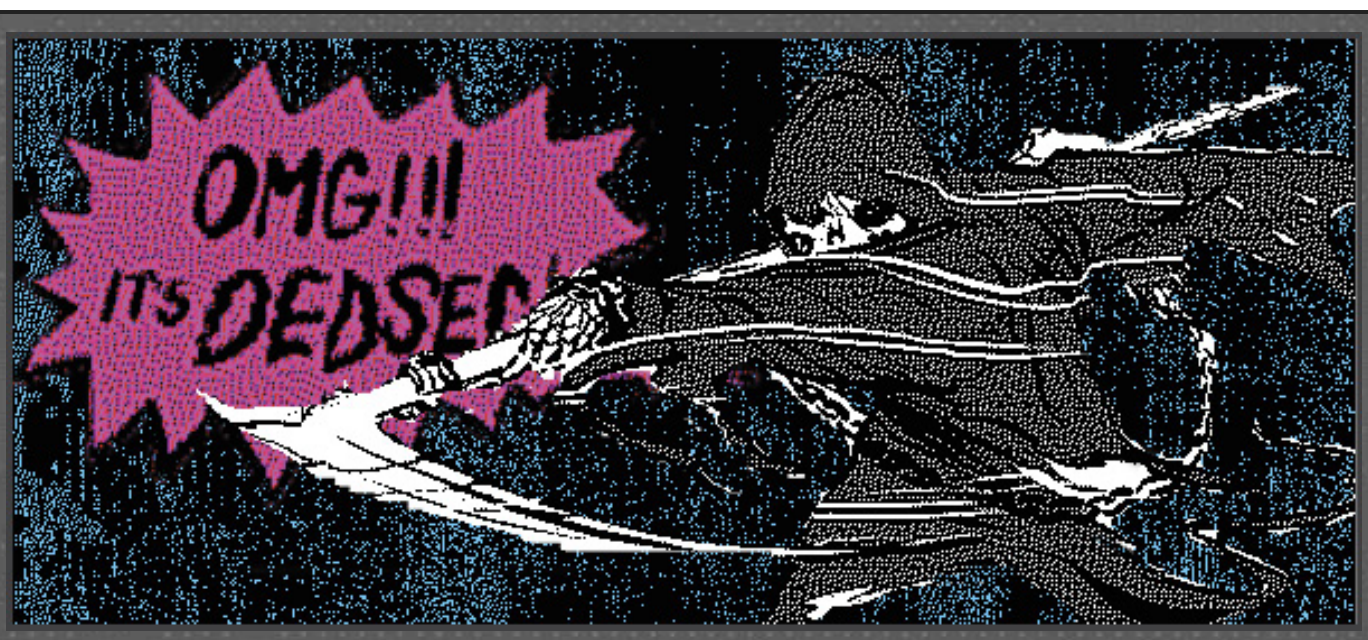
PRIMARY TARGET

1. Operation—Fly On The Wall



OBJECTIVES

- Intercept communications from NSA agents.

BRIEF

A major NSA "cyberterrorism" operation is underway in the Bay Area and we suspect they're on the trail of HaDoCk. They're communicating with a third party, but who the hell could it be? Time to do some snooping.

LOCATION

- 1. Parking lot roof garden, southwest of **Oakland** City Hall, **Oakland**.
- 2. Pacific Renaissance Plaza, **Oakland**.

One of DedSec's new Followers sent Sitara a message they intercepted, regarding a "genius hacker"—a term the NSA has used when referring to HaDoCk. Josh has linked the new message to an NSA district HQ. Travel to **Oakland**, and enter the multistory parking structure south of city hall. Take the interior stairwell (southeast corner) to reach the roof. Head over and hack the NSA agent's phone, checking in on the conversation. Another option is to launch your drone and fly it up to the target, then hack it.

SPECIAL UNLOCK REQUIRED

In order to access this operation, you must have completed Operation: Kickin' It Old School. After finishing it, this commences automatically.

KNOW-IT-ALL: BIKING TO THE ROOF

Take a motorbike up the interior stairwell to the roof, so you can make a quick getaway once the first intercepted call is made. Use the ramp in the roof's northwest corner to launch off.

Time to track down the other guy from the NSA chat. Drive to the Pacific Renaissance Plaza in **Oakland**. If you aren't using your drone to fly to and then hack the target, enter the mall interior (western corner of the city block). Head up the two flights of stairs to the upper courtyard area, and snoop on the second agent. The NSA chat mentions a safe house.

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PRIMARY TARGET

2. Operation—Countermeasure

OBJECTIVES

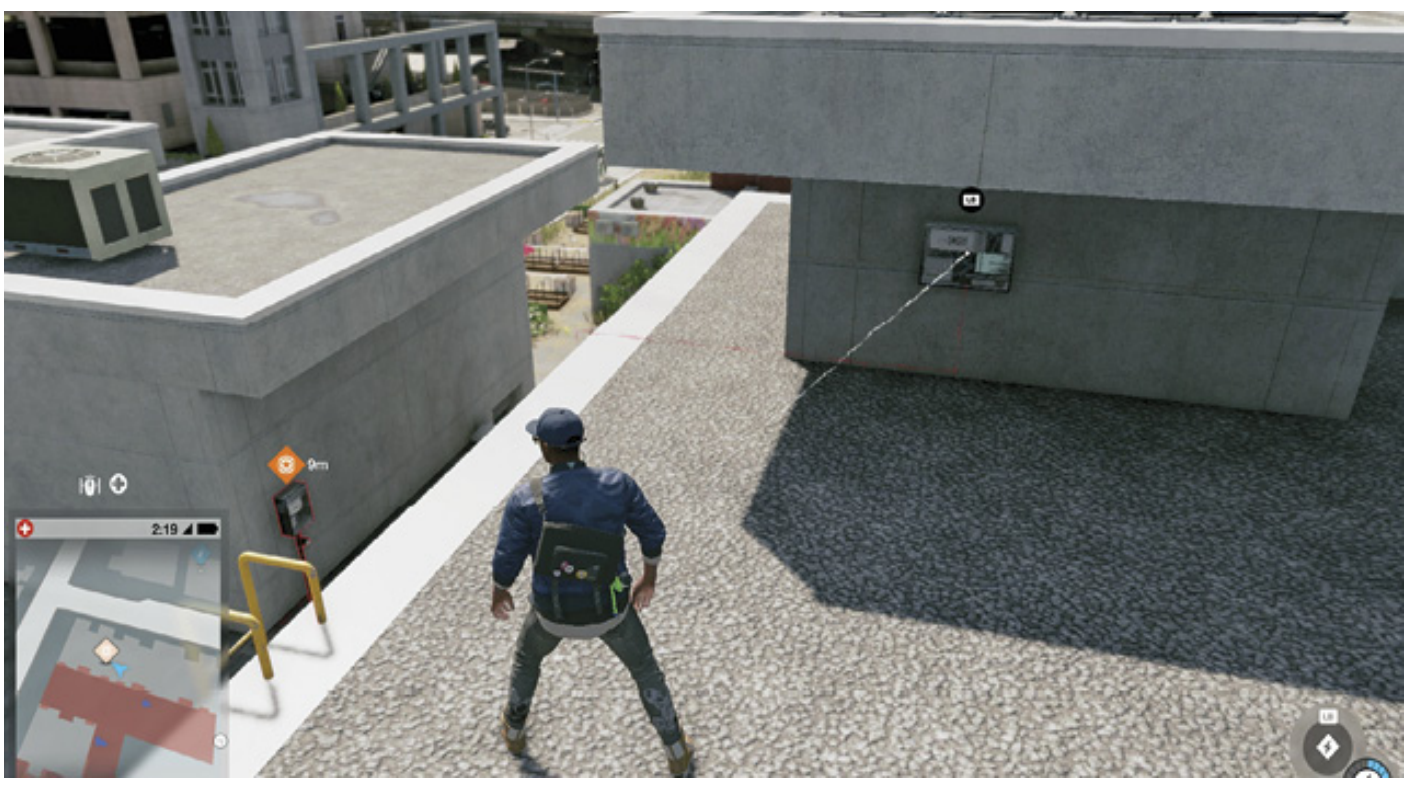
- Hack into the NSA safe house.

BRIEF

Yass! Hacked GPS revealed the location of the NSA command post, so time to pay them a visit and find out what they have on HaDoCk.

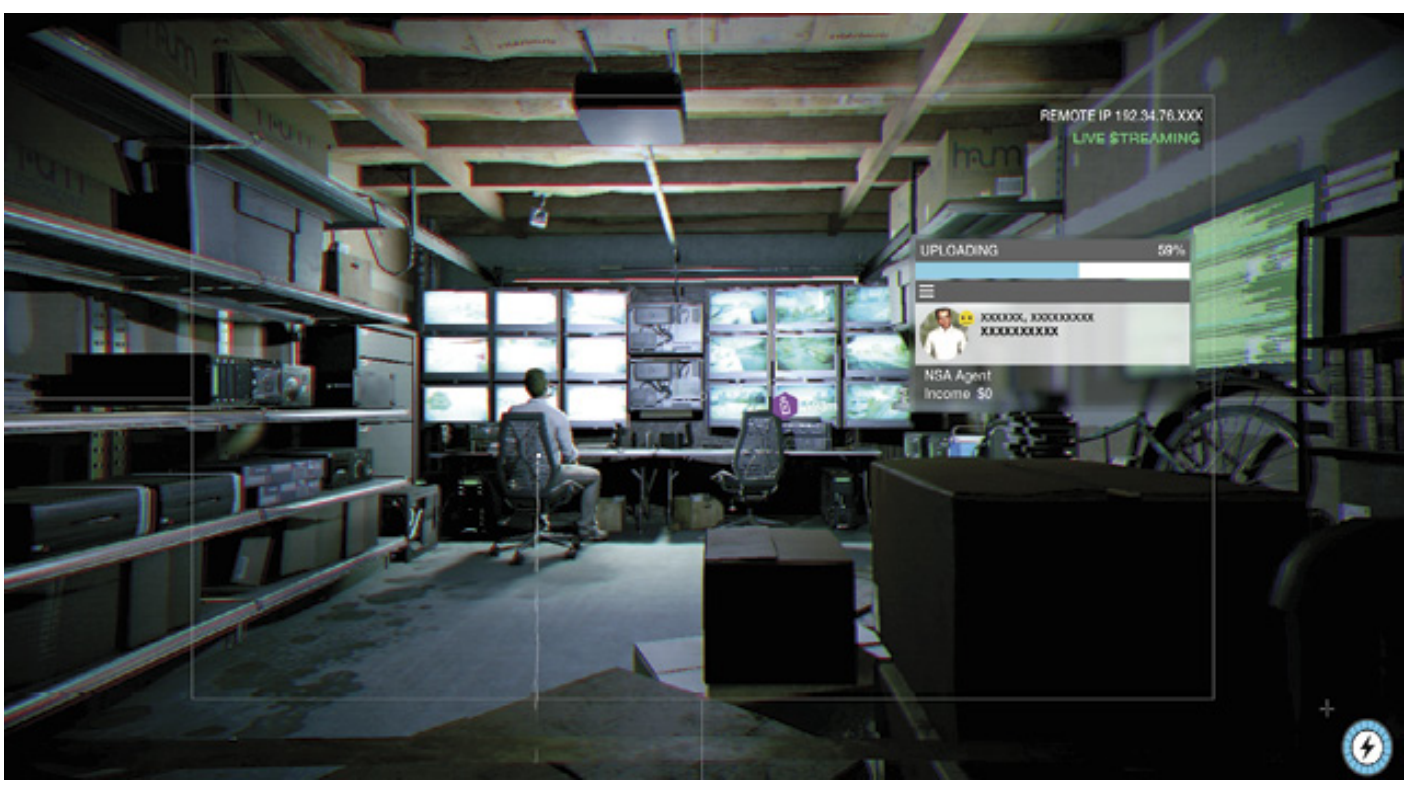
LOCATION

- NSA safe house, apartment roof, two blocks south of Prescott District, **Oakland**.



Head to the nondescript apartment complex indicated on your map, and view the area. You need to reach the roof; to do this, clamber onto a nearby scissor lift, raise it, and drive it to one of the glass arches spanning the two sides of the complex. Jump off, crossing to the roof. Then access the security router and solve the following Network Bypass hot spot (this is easier if you're using the drone to fly to each point):

With the ctOS box physically accessible now, you can access the NSA safe house, which is full of top-shelf hardware. Cycle through the cameras to the desktop PC and hack it. With malware planted, Josh finds a document full of code names. One of them, named "Redbeard," you found previously. He's the point man. Time to visit his house.



NETWORK BYPASS

1: Turn x2.

2: Unlock. Turn x3.

3: Unlock. Turn x1.

4: Turn x1. Reboot in 60 seconds.

5: Unlock. Turn x1.

3: Turn x3.

6: Unlock. Turn x1.

1: Turn x3.

7: Unlock. Turn x2.

8. Unlock. Puzzle complete.

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OBJECTIVES

- Hack Redbeard's private network.

BRIEF

Yass! Hacked GPS revealed the location of the NSA command post, so time to pay them a visit and find out what they have on HaDoCk.

LOCATION

- Crestmont Forest estates, near Sutro Tower, San Francisco.

Visit the modern mansion neighborhood in Cresmont Forest, close to (west of) Sutro Tower, south of the main city of San Francisco. Approach the perimeter wall. Optionally use the cameras to check for foes. Or send up your RC Jumper to easily access the wall router. Or hop the front fence, climb the planter on the right side, and go up another fence to an upper deck. Then drop to a lower deck where the ctOS router is.

After physically hacking the router, cycle through one camera at a time inside, where "Redbeard" (real name: Lovro Tomic) is waiting on a message. Reset and decode his router. Hack and retrieve data from his A100 Server Unit. Then hack and upload data to his desktop PC. The virus causes Redbeard much consternation. HaDoCk's identity has been successfully hidden. The mission concludes.

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SIDE OPERATIONS: ACTIVITIES

Drone Races

Locate an RC enthusiast (named Mark) in a back garden close to DedSec's Mission Dolores Park Hackerspace once your first Main Operation has concluded, then find any of the ten starting points to begin a drone race, which pits your Quadcopter against a series of square-shaped waypoints in order to reach a goal in the quickest time possible. Obviously, the Quadcopter is required first. You can construct it at the **3D Printer** in your Hackerspace when you have the funds.

When you're about to start a Drone Race, your **Smartphone** notes the times needed for gold, silver, or bronze metals, the length of the course, difficulty, and the rewards (Followers and Money). Try attempting these courses as often as possible, especially after purchasing ./Research abilities to enhance your Quadcopter, since these races are excellent for increasing your Followers and cash. The amount depends on your performance (go for gold!) and course difficulty (try to work your way up to Hard for the most payoff).

SEND IN THE DRONES

Each of the ten courses has a variety of twists and turns, but all have the same overall strategies to attempt in order to take gold:

Remote CTRL Speed Boost: If you're consistently failing to get gold in a race, it's probably because you didn't purchase the Speed Boost ability for the Quadcopter. This is vital for quickening the pace between waypoints. Use this along straight sections, but don't overdo it; you don't need to use all of your boost each time, as overshooting a waypoint can be more problematic than simply being slow.

Look Ahead and Look Out: Peer at least two waypoints ahead of your current location so you can see turns before you reach them, and predict when to turn and boost. You need to maneuver on the shortest path between waypoints. This involves reducing or gaining height (use your triggers rather than left thumbstick for this) if you spot a tunnel or waypoint at a low or height comparative position, as well as flying to the apex of a curve.

Flying Smart, Not Fast: In the picture shown, you need to fly so you're almost scraping the bottom of the next waypoint. This allows a more direct flying route to subsequent waypoints which vary in height. See a sharp curve of waypoints ahead? Make sure you aren't boosting as you reach them. Finally, check your minimap to spot waypoints on your course.

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SIDE OPERATIONS: ACTIVITIES

Sailboat Races

When you've accrued enough cash for the essentials (both RC devices, suppressed weaponry, and some choice **clothing**), feel free to join the elite sailing enthusiasts of **Marin** by visiting the Sailboat Shop at the Yacht Club of Legacy Bay. Once you've bought yourself a boat, you can attempt sailing competitions around the **San Francisco** Bay.

Your **Smartphone** reveals some interesting information about each of the six races to attempt[md]including the medal received if you've finished the race already, the length of the course, the difficulty, and the rewards given. Race often, and gain more Followers (by being first) and cash (by attempting "Hard" races) as much as possible.

SAILING… TAKES ME AWAY…

You're thinking about unfurling your sail, but need a crash-course in not crashing on the six racing courses? Read on:

No Need for a Better Boat: You may wish to attempt all six sailing races a little later into your adventure, as the costs involved include the purchase of a boat ($21,600-$120,000). However, as all you're paying for is the paint job of the vessel, there's no need to buy anything other than the cheapest model.

Buoys in the 'Hood: Maneuvering your vessel requires the locating of circle buoys dotted along the course, on the way to the finish line. Heading straight for these buoys is rarely the best option; sailboat racing is all about wind direction, and not the shortest point between buoy markers.

Furling and Unfurling: You need to glide through the water at speed, rather than stopping and bobbing up and down embarrassingly. For this to occur, you must study the minimap showing the wind direction, and spend as much of the race as possible with the wind arrows showing as strong a wind (colored green) as possible hitting against your sails. At any point you can stop the wind passing through your sails by furling them. This stops your boat, and is used for sharp turns. But for the vast majority of the time, unfurl your sails.

Close to the Buoys: The trick to winning every race is to try and make your turn as close to each buoy as possible. Your competitors have larger turns, as they tend to avoid collisions with each other. Use this to your advantage by maintaining a good speed right up until you've almost struck a buoy. Then make as sharp a turn around the buoy without hitting anything.

Few Turns Equals a Quick Run: Spend most of the race with the wind thrusting your sailboat forward. But when facing the wind (i.e., slowing down), the best strategy to win is to reach the next buoy with as few turns as possible. With too many turns, your boat starts to slow down on more occasions. It requires fewer turns to reach each buoy, and is the preferred way to sail. If you want to win, of course.

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EKART CHALLENGE

Overview

OBJECTIVES

- Complete the first eKart Challenge.
- Acquire the new eKart battery.
- Complete the second eKart Challenge.
- Acquire the velocity microchip.
- Complete the final eKart Challenge.

DIFFICULTY

SPECIAL UNLOCK REQUIRED

In order to access this, you must complete Main Operation: CyberDriver.

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EKART CHALLENGE

1. Operation—Stanford Challenge

OBJECTIVES

Complete the first **eKart Challenge**

DIFFICULTY

REWARDS

Rewards based on race rank.

BRIEF

Taylor has faith in you to beat those rich kids in a race.

LOCATION

1. Fury Track, **Silicon Valley**.

2. **Stanford University** Course: **Stanford Rush**, **Silicon Valley**.

When you're ready for some racing, head to the Fury Track, where go-karts are raced, just north of the Tidis building. Meet Taylor from an **Oakland** college. He's not confident about winning the **eKart challenge**, as the fancier universities have better access to tech. Agree to prove him wrong and win the challenge. For **Oakland**! Once you agree, you race the **Stanford Rush** course. Check that section elsewhere in this chapter for notes on achieving victory. Afterward, you recommend a better battery for the kart.

MARCUS TAKE THE WHEEL

Great news! After finishing this first event, you now have access to all six courses (though you should complete this operation first, as it increases the rating of your kart).

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EKART CHALLENGE

2. Operation—Pimpin' the eKart

OBJECTIVES

Acquire the new eKart battery.

DIFFICULTY

REWARDS

DedSec Followers: +7,500

BRIEF

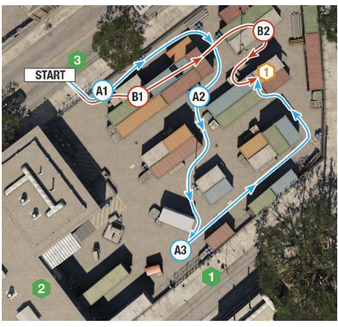
You want to help Taylor find a new battery for the eKart.

HOSTILES

Umeni Security Corps

LOCATION

1. Container yard just south of Bayview Rise, San Francisco.



The only place to grab a battery is a small container yard just south of Bayview Rise, on the southeastern edge of San Francisco, near the water.

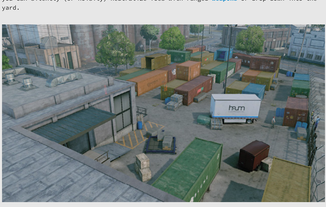
☰ Infiltration Points

1 Southeast Fence:

Positioned diagonally southwest along the road to the yard's south are the main gates (easily hacked) and a Jumper-sized hole in the concrete fence barrier to the gate's right. Either one is a good entry point.

2 Southwest Warehouse Roof:

Normally inaccessible, the roof in the area's southwestern section can be climbed on if you have a tall container vehicle or a forklift that can get you up here. From the roof you can silently (or noisily) neutralize foes with ranged weapons or drop down into the yard.



3 Northwest Fence:

Running diagonally southwest along the road to the yard's north is a fence with strong concrete barriers anchoring it to the ground. There's no way to scale this fence other than bringing a forklift or tall-container vehicle to climb on, though this attracts attention.

POIs and Objective Points

The yard features several guards and a few attack dogs. There are no interiors to breach, aside from two open stacked containers, one of which houses the objective.

1 eKart Battery:

This is located inside the open cargo container in the yard's northeastern area. It is in an exposed position. Remove threats or use stealth to reach this item.

PATHS TO COMPLETION

Although there are numerous other routes to take to reach the battery, the following two provide the most competent means of securing it:

RC JUMPER MASTERY

GHOST=0%, TRICKSTER=100%, AGGRESSOR=0%

RECOMMENDED

The RC Jumper is an excellent choice for infiltration, as it can physically grab the battery. Push it through the hole in the southern fence barrier and scoot it northeast to the perimeter behind the open objective crate so you don't interact with the enemy. Jump onto the crates and into the container.

You can definitely distract guards, zap them, use devices, and all the other cunning plans you've developed with the Jumper, but the main path here circumvents any need for that.

A ASSAULT AND BATTERY

GHOST=80%, TRICKSTER=10%, AGGRESSOR=10%

RECOMMENDED

With around five guards and a dog to worry about, try opening the gate at the northwest fence and moving along the yard's northern interior edge. You will have better cover while dropping the guards and dog in the immediate vicinity **(A.1)**. Then creep clockwise around the north perimeter, hiding behind the containers and seeking out the remaining guards. Zap one using a vault transformer **(A.2)**. As you near the south gate **(A.3)**, drop the last two foes; use melee strangles and tasers to drop all but the electrocuted guard. Now, grab the battery.

B NO FOES? SATISFACTORY

GHOST=100%, TRICKSTER=0%, AGGRESSOR=0%

RECOMMENDED

You can physically enter the container yard by the gate at the northwest fence. Climb onto the nearby stack at the first large open container you see **(B.1)**. Move through the container without anyone seeing you. Climb another container and drop down just north of the objective **(B.2)**. Then climb the smaller crates and creep into the container with the battery. Retrace your steps back to the same gate to exit.

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EKART CHALLENGE

3. Operation—Castro Challenge

OBJECTIVES

Complete the second **eKart Challenge**.

DIFFICULTY

REWARDS

Rewards based on race rank

BRIEF

You think you can take this course on? This here is for vets.

LOCATION

1. Castro District: **Vermont Street Slalom** Course, **San Francisco**.

Head to the area near Vermont Street, and meet up with Taylor (don't start the race before speaking to him). The battery is installed, giving you a speed bump before the race. The race now begins. Win or lose, you can replay this race afterward, and the operation continues. Check that section elsewhere in this chapter for notes on achieving victory. You tell Taylor a velocity chip would help fully modify the machine.

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EKART CHALLENGE

4. Operation—Need More Pimpin'

OBJECTIVES

Acquire the velocity microchip.

DIFFICULTY

REWARDS

DedSec Followers: +7,500

BRIEF

You can still improve the eKart. A new velocity chip should do the trick.

HOSTILES

Hostiles

LOCATION

1. Nudle Campus, Silicon Valley.

The velocity chip is easily secured; simply take a trip to the Nudle Campus and enter the western building. Go into the lobby and climb the glass cube room to a small balcony where the chip resides. Take the tube slide back down to the lobby if you want.

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EKART CHALLENGE

5. Operation—Downtown Challenge

OBJECTIVES

Complete the final **eKart Challenge**.

DIFFICULTY

REWARDS

eNudle Kart

Rewards based on race rank

BRIEF

You've been tearing up the courses, but are you ready for this last challenge?

HOSTILES

Hostiles

LOCATION

1. Transbay Center: Civic Minded Speed Course, **San Francisco**.

Taylor calls and lets you know the final race is on! Head to the Transbay Center in **San Francisco** and speak to Taylor. Then the race begins. Win or lose, you can replay this race afterward, and the operation concludes. Check that section elsewhere in this chapter for notes on achieving victory.

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EKART RACES

Tactical Advice

After you first meet Taylor at the start of the **eKart Challenge** Side Operation, you have full access to all six eKart races. Only three are accessed during the side operation. The following provide tips on approaching an eKart race and **tactical advice** for each course.

MARCUS TAKE THE WHEEL

Firstly, it's important to complete Side Operation: eKart Challenge to fully upgrade your vehicle with a battery and velocity chip. You now have the best kart you can race with.

Next, ensure you have the ./Research ability Engine Override, so you can boost during races. Add extra Botnet capacity (up to 20) so you have longer boosts; use this as needed during races, and victory is almost assured every time!

At the start of each race, it's important not to get jostled, even if that means slowing down. Move to the side or boost through a gap between rivals to reach pole position.

Stay in pole position at all times if possible; learn the racing line and stay as close to where the checkpoint arch meets the ground as possible, staying on the inside of the corner. This ensures the shortest distance between the two next checkpoints.

Look ahead at least one archway checkpoint so you can see where the next one is and line each up ahead of time. Can't see a gate? Then you may need to make a sharp corner turn!

The minimap can also help, as it shows the location of your five rivals and shows the course itself. Check it periodically.

The easiest way to lose a race is to hit a barrier, tires, or other scenery, which can slow you down. If this happens, boost quickly back up to top speed. Don't hit trees; they stop you completely!

The eKart has exceptional oversteer, meaning you can easily spin out of control. Minimize this this by keeping your speed up as you reach every corner, release the gas and start to turn, then accelerate afterward. If you've found a racing line early enough, you can do this for almost every turn.

There are shortcuts, though heading onto grass makes an already squirrelly eKart more prone to oversteer, so only make modest turns.

While it's fun to e-brake in an eKart, it is not usually recommended, as just releasing the accelerator slows you down for even the sharpest corner.

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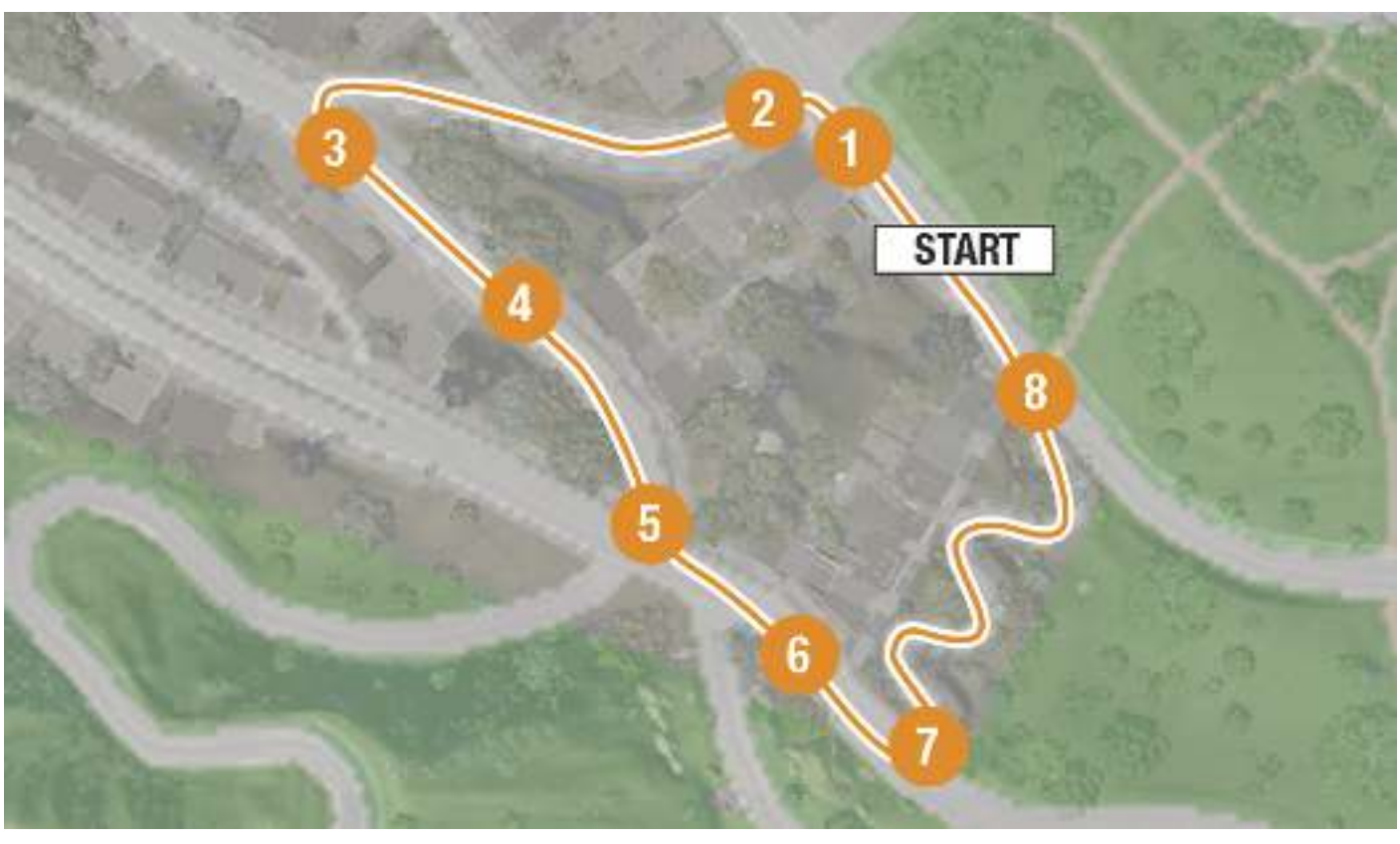
EKART RACES

Vermont Street Slalom



REWARDS (FIRST PLACE)

DedSec Followers: +10,000

$5,000

TIME TO BEAT

Lap: 00:31:000

Course: 01:32:000

LENGTH

Short

DIFFICULTY

Gates 1–3: Start with a boost, and cut in sharply left at the first corner. Keep the kart straight as you boost up the hill, ignoring the slight road bends. Then ease off the gas early before you reach the sharp left bend and Gate (G3), cutting in left of the lamppost and right of the plastic cones.

Gates 4–6: Boost and ease off as you remain on the road near the right sidewalk (G4) and onto the corner of the left sidewalk (G5). Boost through G6.

Gates 7–Finish: The slalom course of Vermont Street is the trickiest. Stay on the inside of each turn. Don't e-brake or you'll turn too sharply. Instead, feather the gas and sharply turn on the inside of each corner. Boost as soon as you see G8, all the way to complete a lap.

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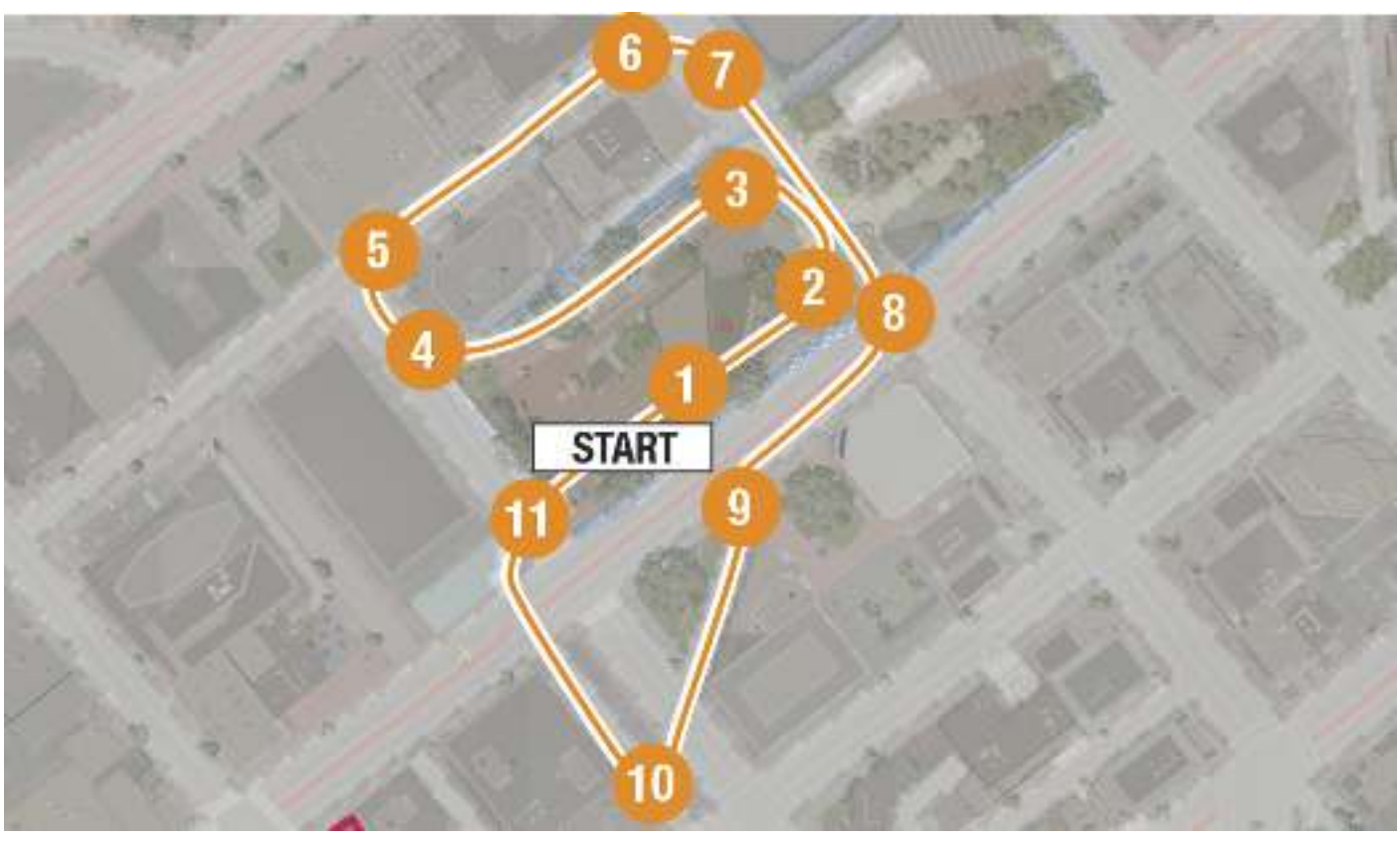
EKART RACES

Civic-Minded Speed



REWARDS (FIRST PLACE)

DedSec Followers: +10,000

$5,000

TIME TO BEAT

Lap: 00:35:000

Course: 01:46:000

LENGTH

Long

DIFFICULTY

Gates 1–3: Boost down the covered straight. Take G2 slightly wider and at full speed. With full lock on your steering wheel, you can take the 180-degree corner without braking. Boost down to the ground level.

Gates 4–8: Ease off the gas a little through G4 and G5, then boost through G6. Cut in hard to the right, but don't hit the plastic barriers as you boost through G7 and G8. Take the corner at G8 at more or less full speed.

Gates 9–Finish: Boost up the on-ramp and ease off the accelerator. Sharply turn right at the nasty right turn (G10). Boost only after accelerating to avoid fishtailing. Keep right just before G11, then left to straighten out and finish the lap.

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EKART RACES

North Bay Race

REWARDS (FIRST PLACE)

DedSec Followers: +8,000

$4,000

TIME TO BEAT

Lap: 00:36:000

Course: 01:48:000

LENGTH

Medium

DIFFICULTY

Gates 1–5: Boost and cut in left past G1 and boost through G2. Cut in left and turn left reasonably hard without easing off the accelerator at G3. Continue at full speed through G4 and G5, despite the lack of view ahead of you.

Gates 6–8: Take the right turn just before G6 wider than a normal racing line and keep your speed up; then full lock left and accelerate through G7. Head through G8 at top speed too.

Gates 9–Finish: Make a sharp left at G9 without hitting the stack of barrels; then it's an easy swing right and left to finish a lap. Take G11 on the far left side to shave more time, though there's scenery to hit, too.

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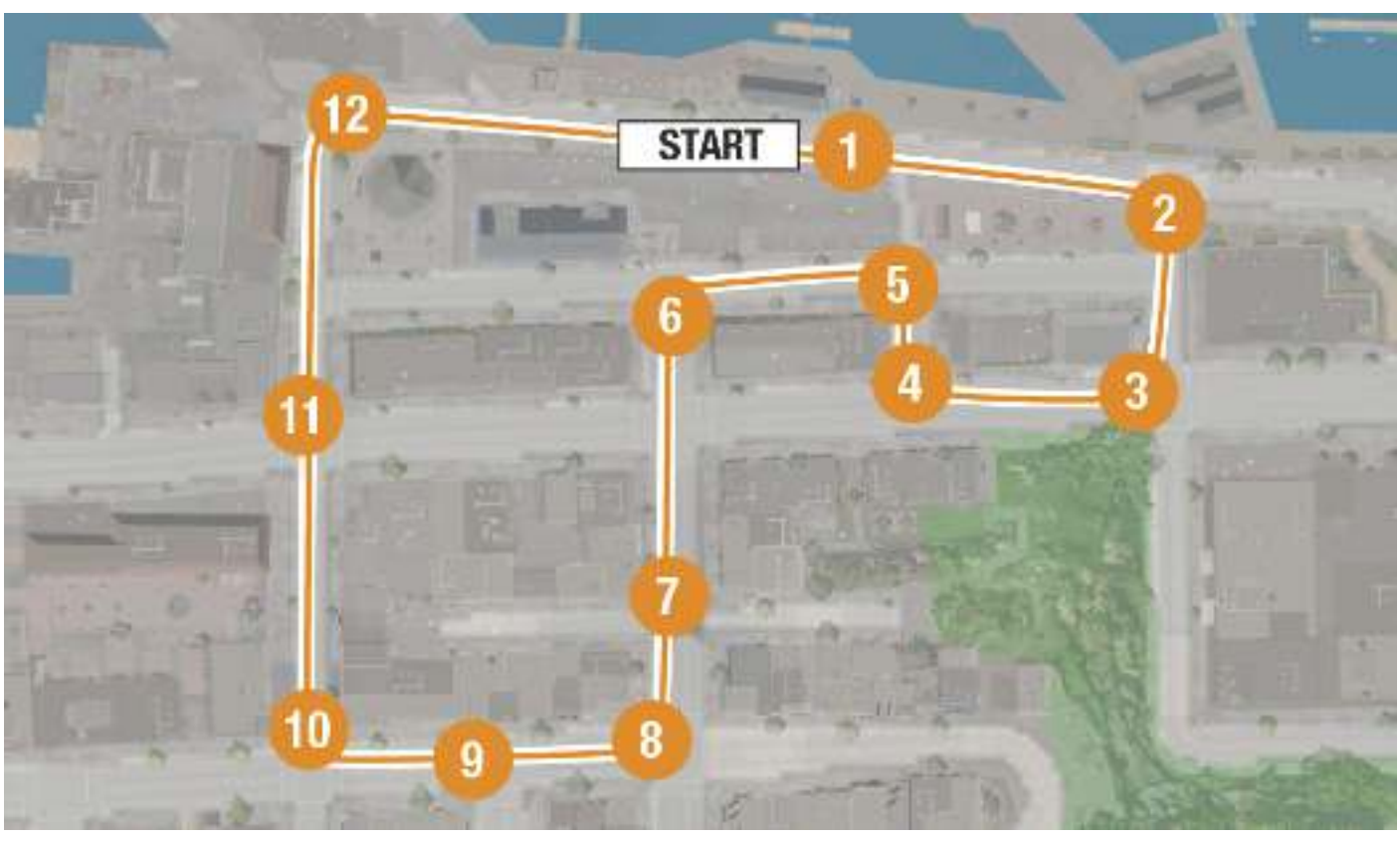
EKART RACES

Race Around the Pier



REWARDS (FIRST PLACE)

DedSec Followers: +8,000

$4,000

TIME TO BEAT

Lap: 00:38:000

Course: 01:56:000

LENGTH

Long

DIFFICULTY

Gates 1–5: Boost along the straight, taking a sharp right turn at both G2 and G3 while maintaining full speed. As you reach G4, ease off the gas slightly, finding the diagonal racing line (right side of G4, left corner of G5) without oversteering.

Gates 6–10: Sharply turn left and boost up the hill; then sharply turn right without slowing down at G8 and boost through G9. Ease off the gas slightly just before the right turn at G10 to cut in on the right corner.

Gates 11–Finish: You have a long straight north, a sharp right turn, and the finish straight. Make sure you boost here intermittently, as you may run out of boost in later laps.

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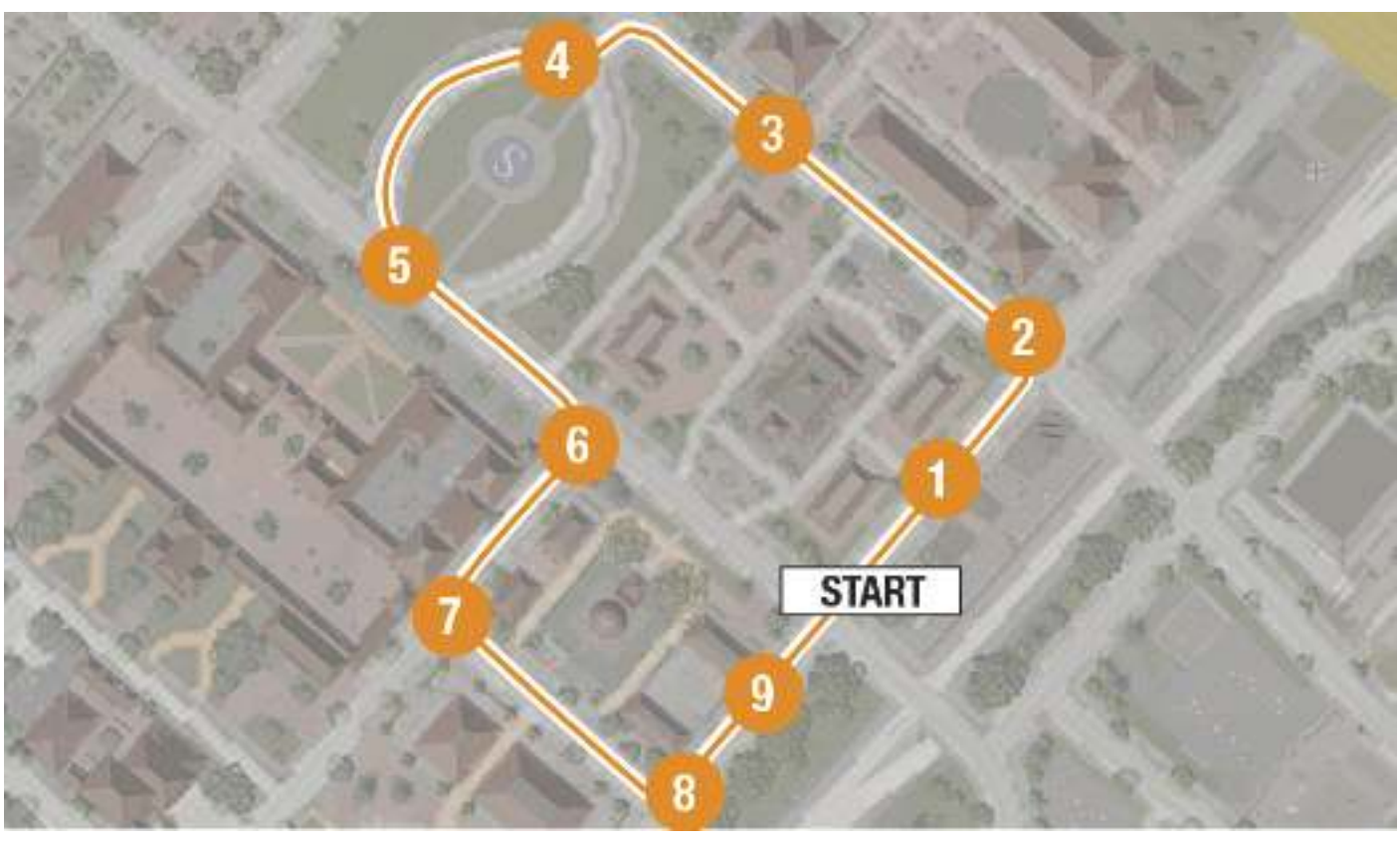
EKART RACES

Stanford Rush



REWARDS (FIRST PLACE)

DedSec Followers: +6,000

$3,000

TIME TO BEAT

Lap: 00:30:000

Course: 01:32:000

LENGTH

Medium

DIFFICULTY

Gates 1–5: Boost before easing off at the first corner. Then boost through G3, remaining on the tarmac and road as you head around the oval “S” sign. Intermittently corner as you head around the oval to keep your speed up.

Gates 3–4 (Shortcut): You can cut across the grass from G3 and then straight across the “S” oval from G4 to G5, but the obstacles, grass, and tighter turns usually cause this to take longer than remaining on the tarmac.

Gates 6–Finish: You easily make your final checkpoints; ease off the accelerator, cut in as close to the inside of the turn as you can without hitting any scenery, and boost away along the straight.

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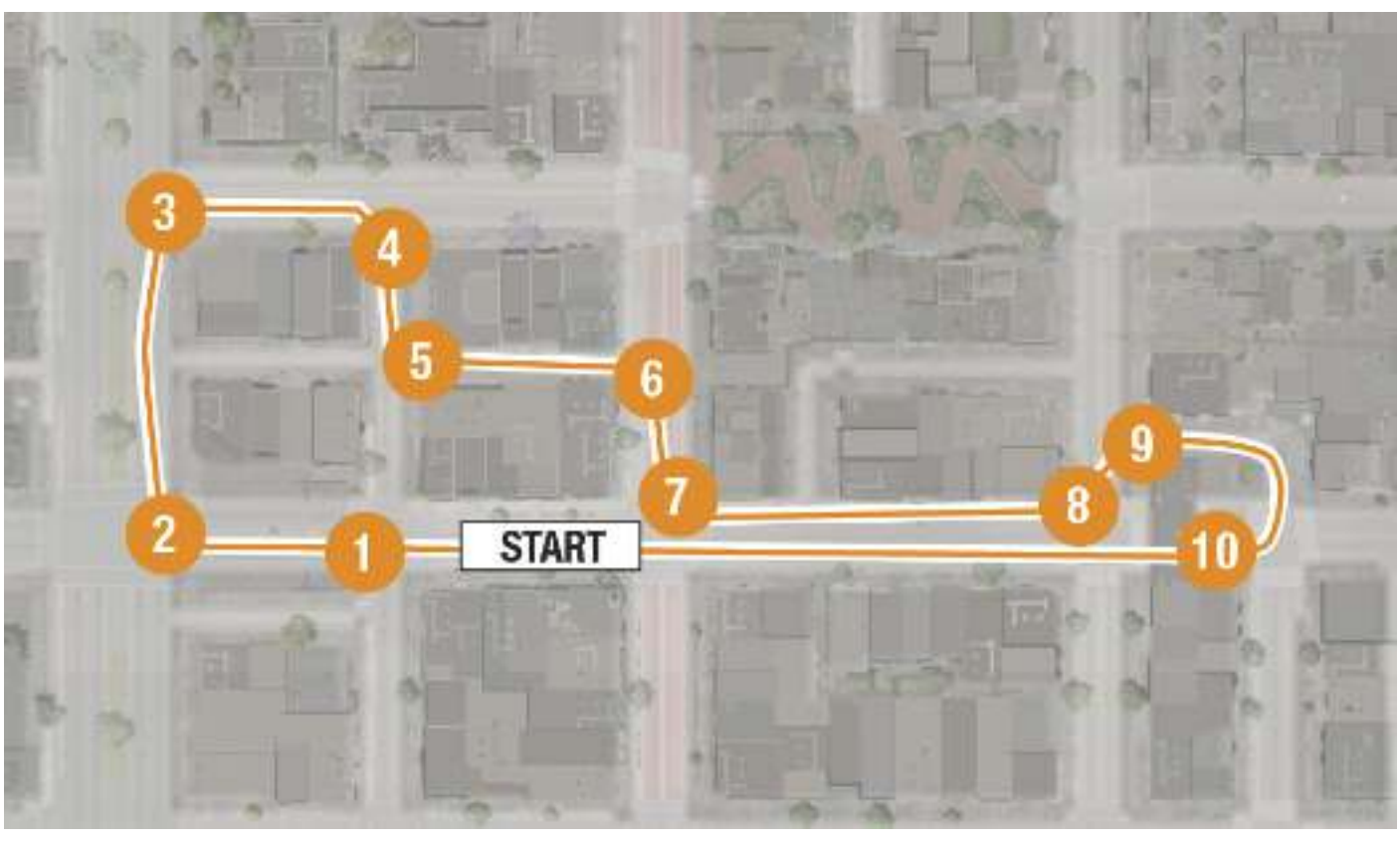
EKART RACES

Lombard Labyrinth



REWARDS (FIRST PLACE)

DedSec Followers: +6,000

$3,000

TIME TO BEAT

Lap: 00:31:000

Course: 01:36:000

LENGTH

Medium

DIFFICULTY

Gates 1–4: Boost forward, cutting in and feathering the gas at G2. Remain on the gas and cut in hard on the right at G3. Ease off the gas as you enter the alley at G4.

Gates 5–7: There's a sharp, narrow left turn through G5 with a telephone pole on the alley's right side, so ease off the gas as you wind through here. Make a severe right and left turn through G6 and G7; you can maintain your speed now.

Gates 8–Finish: Boost down the hill, slowing at G8 and G9 to head through a diagonal racing line, but not too quick or you'll jump at the next road dip and hit a building. Full lock right, feathering the gas, and boost all the way to the finish.

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MOTOCROSS RACES

Tactical Advice

After visiting the Hackerspace for the first time during your initial Main Operation, you're able to enjoy the sport of motocross. Engage in off-road motocross trials in and around San Francisco. There are six available trials, though the final one (Tale of Two Bridges) remains locked until you've achieved Gold in the first five events. The following tips provide tactical advice for each course.

OFF-ROAD BUT ON COURSE

It's important to know the bike you're using: For five of the six events, it's the excellent Kuruhawa 450 (bought from Auto Elite), which has great traction off the tarmac and a fantastic top speed. For the Oakland Open trial, it's the Batta (bought from Total Motors), a high-performance ATV that's prone to oversteer. Why not purchase both of them so you can practice first? Note you use each vehicle in a trial whether or not you purchase them.

Motocross events are great for seeing all the best off-road trails the Bay Area has to offer. If you perfect all six courses, you can use these paths during operations or when outrunning the cops during a Bounty Hunt.

Ensure you have the Engine Override ./Research ability so you can boost during trials. Add extra Botnet capacity (up to 20) so you have longer boosts; use this as needed during races, and victory is almost assured every time (unless you make more than two or three crash-based errors)!

Use this boost during straight sections of road, tarmac, and uphill areas where your vehicle might lose speed. Even if you have 20 Botnet resources, you'll still run out of juice during a race, so make these boosts last. Also boost after crashing so you don't lose as much time.

You also have the Vehicle Directional hack, but this also uses up Botnet resources you should be saving for your boost. Avoid vehicles instead of hacking them out of your way.

Did you crash? Then you still might claim Gold if you don't crash a second or third time. Usually it's best to automatically reposition yourself behind the last checkpoint than manually move to a bike you've fallen off. The same is true if you miss a checkpoint; don't waste time driving around to position yourself near the checkpoint.

There are ramps, wicked air opportunities, and landings you need to complete every time. Check the specific tactics to see whether you should really go for a ramp. Land so the back tire hits the ground just before the front one and you're heading straight ahead (rather than pointing diagonally). Otherwise, you may fall off at the landing.

Look ahead at least one archway checkpoint so you can see where the future ones are, and line each up ahead of time. Can't see a gate? Then you may need to make a sharp corner turn!

Remember to also periodically check the course on your minimap to see any potential tight turns to come. Also use the Nudle Map to see the entire race map (without checkpoints), or check this guide's map for the complete route.

Since you're heading off-road, know that there will be many unforeseen objects, problem landing opportunities, and traffic as you cut across roads. This means each race isn't quite the same each time. If you find yourself crashing a lot, just restart the trial (in the Game Options menu).

Need to be the very best? Shave seconds off your time by heading through the outer edges of each illuminated gate, if that allows you to make a quicker turn. Otherwise, stay in the middle during straightaways.

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MOTOCROSS RACES

Downtown Dash

REWARDS (FIRST PLACE)

DedSec Followers: +8,250

$4,500

TIME TO BEAT

Prima's time to beat: 00:31:000

GOLD: 01:55:000

SILVER: 02:05:000

BRONZE: 02:20:000

LENGTH

Short

DIFFICULTY

Gates 1–9: Boost and accelerate strongly, watching for a trash bin between Gates (G) 2 and 3. Don't focus on pedestrians; look at the course ahead and stay slightly right of center through each checkpoint. On the downhill just before the stone step ramp over the lake, stop boosting and hit the steps right of center to avoid getting tangled up in the trees; then boost through the middle of the arches.

Gates 10–19: Don't oversteer at G10, as you're heading off-road and over a grassy bank through G11 and can easily lose control. Also, don't jump at an angle; instead, jump straight up onto the tarmac at G12. Boost at top speed except when cornering at G14. At G17 and G18, stay to the right, ease off the boost, and line yourself up with the rock tunnel at G19 as early as possible.

Gates 20–29: Make a right turn out of the rock tunnel (don't cut it too sharp or you'll skid). Boost up onto the tarmac and up the hill. Continue to boost at top speed as you pass the gas station and G29.

Gates 30–Finish: Ease off both the boost and gas just as you pass G30, because G31 has rocks on either side and is a sharp corner. Tap the brake as you pass through G31, then boost down the hill, hitting the last checkpoint (G32). Head for the middle of the short stone steps so you sail through the air and land on the finish arch.

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MOTOCROSS RACES

Drake's Downhill

REWARDS (FIRST PLACE)

DedSec Followers: +11,000

$6,000

TIME TO BEAT

Prima's time to beat: 02:20:000

GOLD: 02:35:000

SILVER: 02:45:000

BRONZE: 03:00:000

LENGTH

Medium

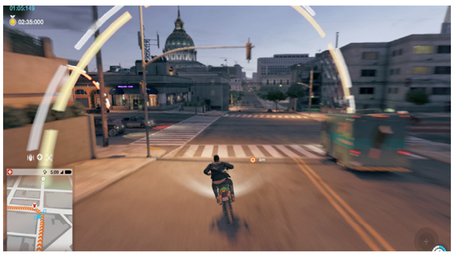
DIFFICULTY

Gates 1–7: Boost up the hill, then ease off the boost and gas as you head down to G3 and the narrow cave tunnel. Boost out of the cave, keep left through G4, and ease off the gas to avoid hitting a rock outcrop on the right. Boost up the trail, keeping right at G5 to avoid the campers. Cut in on the right between G6 and G7.

Gates 8–18: Boost along the tarmac road, watching for two cars on the way (dodge to one side). Hit the middle of the stone ramp at G14 and land on the cliff (G15) on either side of the picnic table.

Gates 16–18: After another drop, try to land on the lit trail with the telephone poles to your right. Boost up and over the cave (G16). Straighten out, only stopping to boost a second before you hit the stone ramp at G18.

Gates 19–24: With less time in the air, land on the tarmac sooner so you can speed up, making a sharp left while accelerating at G20 and G21; watch for vehicles. Remain in the middle of the street (bus lane) to G23, then steer right slightly, keeping to the left side as you head into the park, so you miss the trees.



Gates 25–35: Make intermittent boosts as you follow the park path, easing off the gas at G27 so you don't overshoot into the tennis court. Continue on the pathway before crossing the road at G32; keep left to avoid the vehicles. Follow the rough trail up and out to the road, avoiding hitting the stop sign at G35.

Gates 36–Finish: Save some boost for the ramp at G37, sailing over the basketball and baseball areas. Line yourself up between G38 and G39 at the sand-filled Dumpster ramp. Use the remaining boost and cut in on the left side, over the grass between G42 and G43. Enter the tunnel and boost to the finish.

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MOTOCROSS RACES

Enduro

REWARDS (FIRST PLACE)

DedSec Followers: +11,000

$6,000

TIME TO BEAT

Prima's time to beat: 02:06:000

GOLD: 02:30:000

SILVER: 02:45:000

BRONZE: 03:00:000

LENGTH

Medium

DIFFICULTY

Gates 1–9: Boost up the left side of the tarmac hill, easing off the gas and then boosting between G2 and G3. Pass just left of the telephone pole when you cross the road, and line up G4, G5, and G6 to avoid the campers on your right. Then boost along the trail, through the tunnel, make a sharp right turn, and boost up the hill at G9.

Gates 10-19: Try to stay central and ease off the boost as you reach the hill summit; the buffeting you take can knock you off course. Use small amounts of boosting as you follow the track, hitting the center of the stone ramp at G14. After some wicked air, aim for the middle of G15. Stay in the middle of the arches all the way over the roads to G19, avoiding the trees. Don't boost yet.

Gates 20–30: Now start boosting as you head under the freeway at G21 and cross to the ramp, into the salt flats. Weave between the piles of dirt (don't launch from them or you lose speed and direction). Line up the Dumpster earth ramp and land either on top or head through the line of pipes at G27. Then follow the checkpoints, using boost primarily when you're in the water to keep your speed up.

Gates 31–Finish: Boost as much as you can as you take the long left turn around the flats, staying on the inside of each arch. As you reach the final ramp, use the last of your boost to jet through the water, hit the ramp, and turn slightly right, so you land at the finish checkpoint.

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MOTOCROSS RACES

Oakland Open

REWARDS (FIRST PLACE)

DedSec Followers: +8,250

$4,500

TIME TO BEAT

Prima's time to beat: 02:49:000

GOLD: 03:00:000

SILVER: 03:10:000

BRONZE: 03:40:000

LENGTH

Medium

DIFFICULTY

Gates 1–11: Boost along the straight, watching for rocks at the side. Slow down at the corner before feathering the gas through G3. Head through the fenced area without destroying any of it (as this slows you down). Keep periodically boosting and accelerating all the way through G11.

Gates 12–22: Pass G12 just right of center, and miss the tree as you drive onto the road; then make a reasonably tight left turn at G14 before boosting up the trail. Take the right trail path at G17. Slow down a little as you pass through G20 and take the stone jump, so you don't lose control when you land. Ease off the gas around G22, as the slope and turns can cause you to lose control.

Gates 23–32: As you land on the railroad tracks, you can use your boost constantly. When you speed into the tunnel at G29, stay in the middle to avoid obstacles. As you emerge, ease off the gas and boost and turn right (but not sharply) so you avoid the pallet store and roof area at G30. Boost across the grass to G32 so you miss the plastic barriers of the small go-kart track.

Gates 33–Finish: Cross the railroad tracks at G34, accelerating but saving your boost for the wooden fence straight and slight downhill, to G37. The bumps in the road just after here can cause you to spin out, so ease off the gas until you're through G38. Then boost to the finish.

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MOTOCROSS RACES

Marin Madness

REWARDS (FIRST PLACE)

DedSec Followers: +8,250

$4,500

TIME TO BEAT

Prima's time to beat: 02:20:000

GOLD: 02:45:000

SILVER: 02:55:000

BRONZE: 03:10:000

LENGTH

Medium

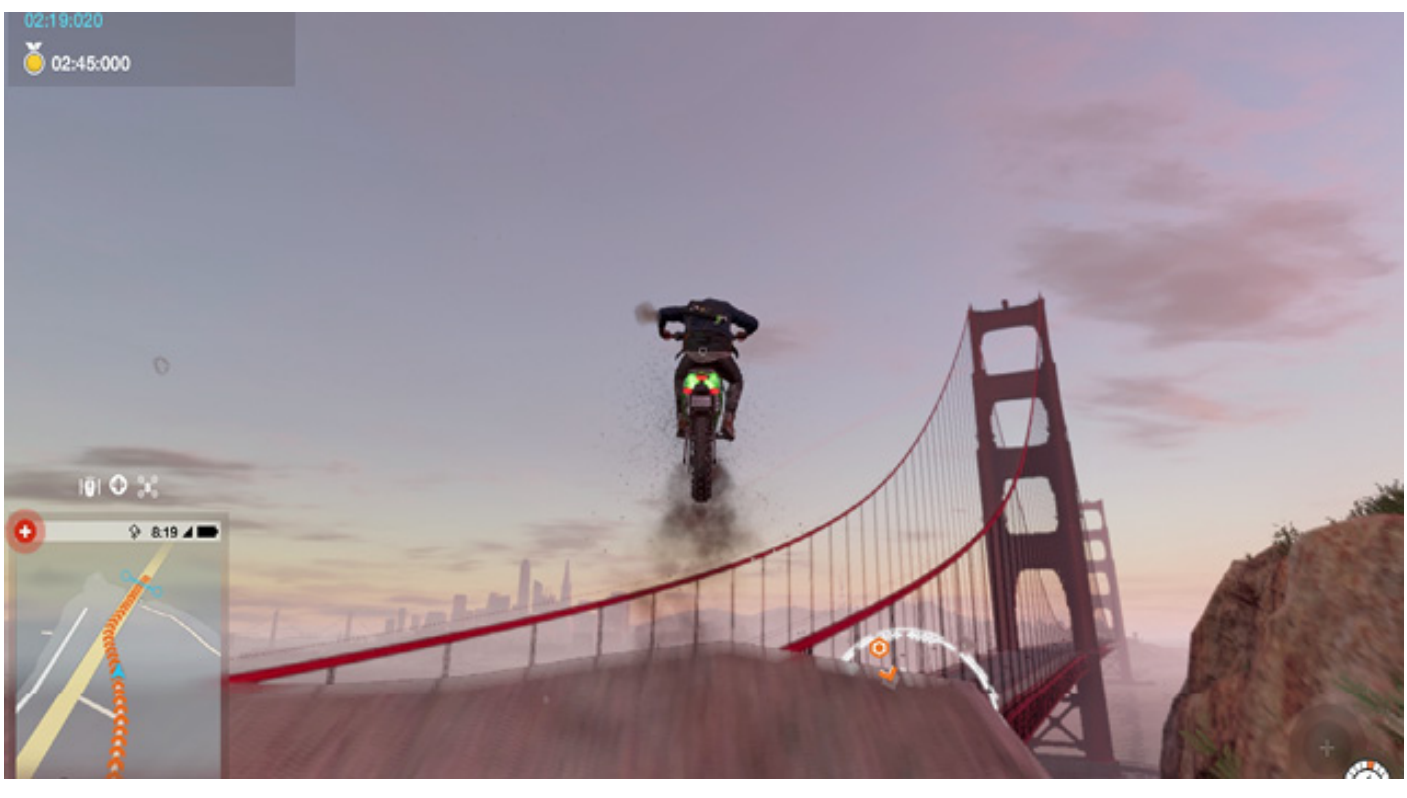
DIFFICULTY

Gates 1–10: Boost a little, but steer right at G1 so you miss (or fly over) the fence before G2. Then use short bursts of boost while accelerating up the hill, easing off before the stone ramp so you land under G9. Dodge the second stone ramp before G10 by steering left of the rock outcrop and zipping under a fallen log. This way you keep your speed up.

Gates 11–26: The entire circular route from G11 to G23 is off the trail. Use intermittent boosting, and steer just right of center each time you pass through an arch checkpoint. Don't take the stone ramp at G25 too fast or you'll land farther from G26 at the bottom of the hill and not be able to steer to it in time.

Gates 27–37: Now on the trail, boost through the middle of the checkpoints. Steer right at G34 as you reach the freeway, and avoid the stone ramp, which slows you down. Take the immediate off-ramp, and look for oncoming traffic as you reach G37.

Gates 38–Finish: Boost down the tarmac road, avoiding the bollards just before G38; then boost up the trail to the ramp that launches you onto the Golden Gate Bridge. Steer slightly right and don't hit the stone ramp too fast or the landing can be problematic. Boost through the finish.



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MOTOCROSS RACES

Tale of Two Bridges

REWARDS (FIRST PLACE)

DedSec Followers: +13,750

$7,500

TIME TO BEAT

Prima's time to beat: 11:05:000

GOLD: 12:30:000

SILVER: 13:30:000

BRONZE: 13:30:000

LENGTH

Very Long

DIFFICULTY

Gates 1–10: Boost a little until you leave the tarmac, landing close to the water's edge before G4. Weave around the shore rocks and launch up the stone ramp just after G6. Boost over the gap to land at the cave's mouth and G9 (shortcut). Boost only after you can see where you're going as you emerge from the cave at G10.

Gates 11–29: Boost along the beach as quickly as you like, avoiding driftwood and launching over the concrete step ramps. Cut in left at G16, crossing the road and avoiding traffic. Boost up the tarmac hill intermittently, avoiding traffic. When you leave the road at G21, stop boosting (make sure you have about a third of your **Botnet** resources left). Boost again as you cut across the road at G23, before the off-road to **San Bruno Mountain** and G29.

Gates 30–55: Boost along the tarmac and into the gulley at G34. Boost when you get back on the tarmac at G40. Stay off the boost at G43, when you head under the freeway and toward the salt flats at G47. Avoid boosting during the salt flat maneuvers, as the undulating ground can cause you to lose control. Stay out of the water as much as possible. At the jump onto the freeway after G55, stay to the right side (don't boost) as you hit the stone ramp, so you don't miss the freeway landing.

Gates 56–113: Boost all the way to **Oakland**. Stop as you pass G60 and head into the trails. Watch for upcoming checkpoints so you don't miss a trail entrance. Bear left at the rail yard (G73) so you don't miss the jump at G75, down to the tracks. Boost on the tracks a little if you wish. You shouldn't have any problems as long as you're looking one checkpoint ahead while you accelerate north to the freeway at G113.

Gates 114–Finish: Use all your regained boost as you cross the bridge into **Marin**, then follow the uphill off-road trail. Just after G134, don't boost as you hit the stone ramp, as you may sail over the next checkpoint. Execute light boosting on the uphill sections. Ignore the stone ramp at G142 as you reach the freeway; boost down and onto the Golden Gate Bridge, line-splitting in the middle and cutting in on the left side before G150, to the finish.

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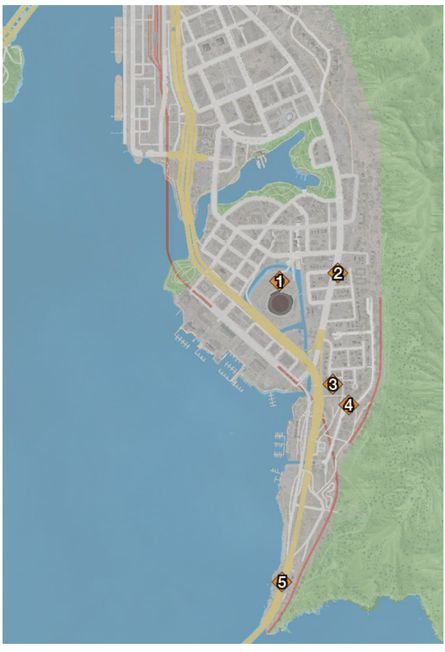
SIDE OPERATIONS: DRIVER SF

Available Missions

After receiving the Driver SF app during your first Main Operation, you can choose any of the following missions, where you ferry a customer to a variety of locations. You receive Followers and other rewards for completing these missions, which you can replay as often as you wish. Each customer awards you with a rating, from 1 to 5 stars. Simply follow the tactics detailed in each mission to receive the highest rating possible, and check the table for each mission; this shows you what vehicular maneuvers are likely to result in a rating loss. Feel free to experiment with different vehicles as you repeat missions.

There are 18 Driver SF missions. There are five in Oakland, ten in San Francisco, and three in Silicon Valley. The following map shows the mission start markers for each of them.



Map Legend

LOCATION AND MAP NUMBER	DRIVER SF MISSION NAME
1. Oakland	A Hoop-Less Situation
2. Oakland	Just Making A Living
3. Oakland	Payback
4. Oakland	Every Day Is Friday
5. Oakland	Fragile Cargo
1. San Francisco	Daredevil Liv!
2. San Francisco	Expectant Fathers!
3. San Francisco	Gone Phishing
4. San Francisco	Liv Again
5. San Francisco	Scoutxpedition (ULC)
6. San Francisco	Lost In Translation
7. San Francisco	Get Back In The Game
8. San Francisco	Treasure Hunt
9. San Francisco	Haum's Dirty Laundry
10. San Francisco	Late Wedding
1. Silicon Valley	Johnny 5, Where R U?
2. Silicon Valley	Paradroid
3. Silicon Valley	Auto-Nomous!

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DRIVER SF: OAKLAND MISSIONS (5)

1. A Hoop-Less Situation

OBJECTIVES

- Pick up the client.
- Drive the customer to their destination.

DIFFICULTY

LOCATION

- 1. Parking lot outside Blume Arena, **Oakland**.
- 2. Street in North Hill, **Oakland**.

Starting Conditions

CONDITION	REQUIREMENT
Complete mission	None
Night or day	None

Possible Rating Drop

CONDITION	RATING LOSS?
Civilians killed	Yes
Vehicle collisions	Yes
Chases started	Yes
Minimum safe speed	Below 10 km/h; Yes
Maximum safe speed	No
Vehicle flipped	Yes
Vehicle airborne	No

Pick up your client, who seems to be having some career trouble, and listen in on the conversation as you head east and north, out of Blume Arena.

Pick a vehicle with a high top speed and good handling. Use boost to ensure a five-star rating. Drop the client off, hopefully interrupting his phone conversation (because you arrived so swiftly), and collect your reward.

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DRIVER SF: OAKLAND MISSIONS (5)

2. Just Making a Living

OBJECTIVES

- Drive Roman to the port.
- Escape Roman's ambush.

DIFFICULTY

LOCATION

- 1. Main street near Woodland, **Oakland**.
- 2. Port of **Oakland**, **Oakland**.

Starting Conditions

CONDITION	REQUIREMENT
Complete mission	None
Night or day	Night only

Possible Rating Drop

CONDITION	RATING LOSS?*
Civilian killed	Yes
Vehicle collisions	Yes
Chases started	Yes
Minimum safe speed	Below 10 km/h; Yes
Maximum safe speed	No
Vehicle flipped	Yes
Vehicle airborne	No

** Final rating is always 1 star, no matter how competent your **driving** is.*

Pick up Roman at the designated location, and drive him across town to the port of **Oakland**. Along the way, he grumbles about drivers using the app and how old-school taxi drivers have been left out.

He intends to teach you a lesson after dropping you off; the destination is an ambush! Simply reverse out of there and flee. Optionally, any chase-related strategies detailed in the "**Training**" chapter are fine to use here. You're given a one-star rating and this mission concludes.

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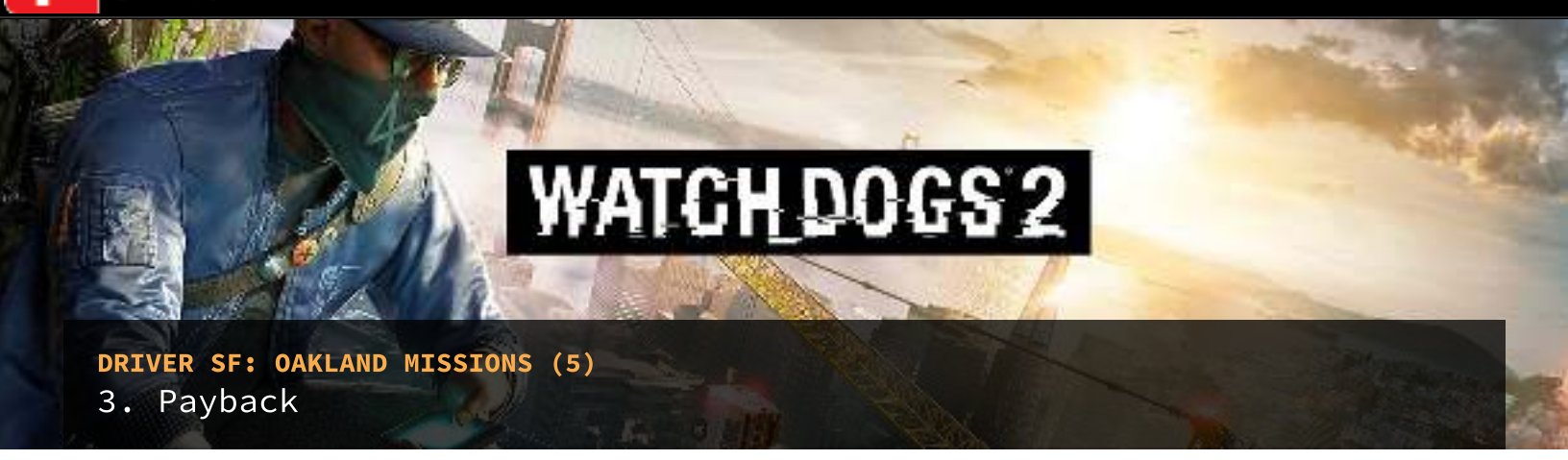


DRIVER SF: OAKLAND MISSIONS (5)

3. Payback

OBJECTIVES

- Pick up the client.
- Help Ian find his car.
- Lose the cops.
- Drive the customer to their destination.

DIFFICULTY

LOCATION

1. Elmhurst District, **Oakland**.
2. Parking lot one block south of **Oakland** City Hall.
3. Elmhurst District, **Oakland**.

Starting Conditions

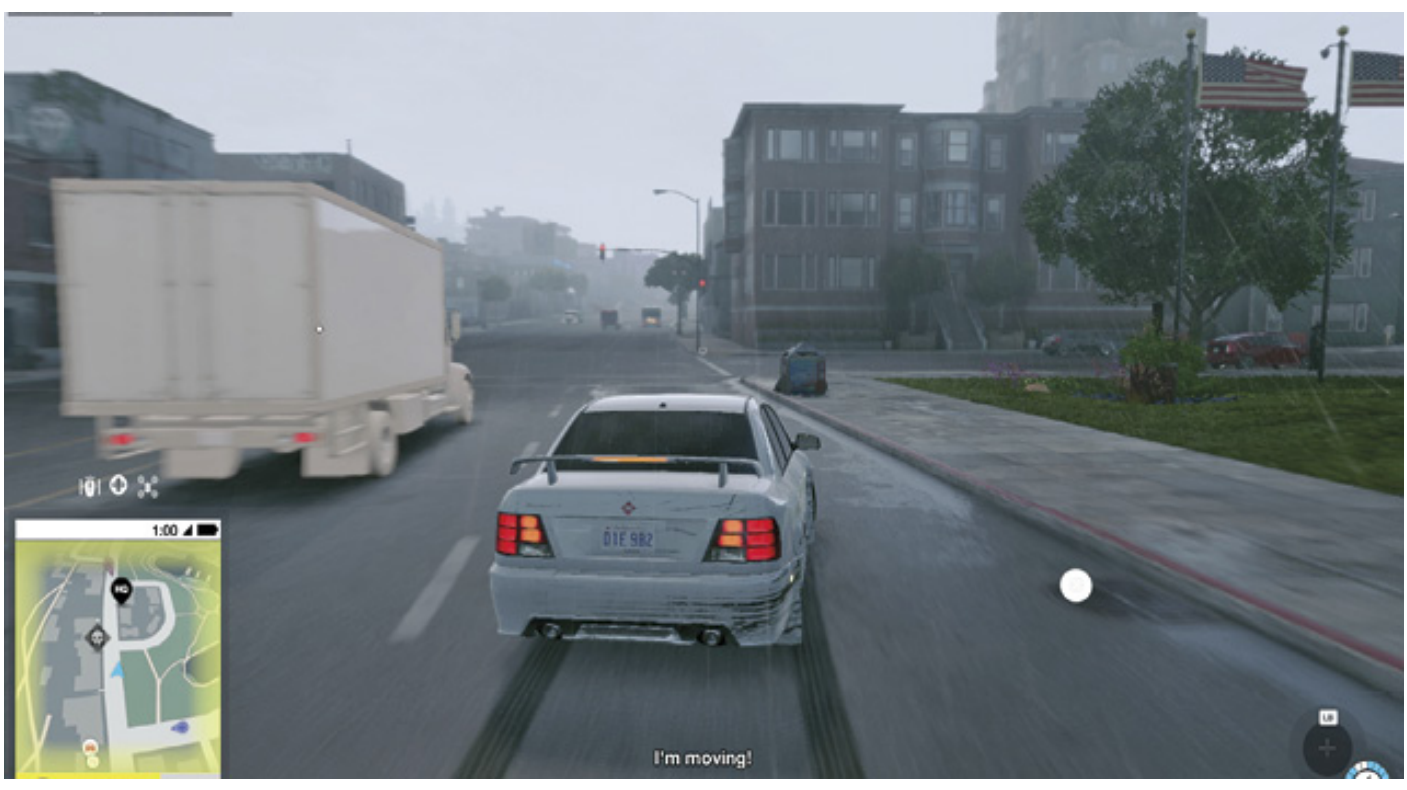
CONDITION	REQUIREMENT
Complete mission	Just Making a Living
Night or day	None

Possible Rating Drop

CONDITION	RATING LOSS?
Civilians killed	Yes
Vehicle collisions	Yes
Chases started	Yes (except the in-mission one)
Minimum safe speed	Below 10 km/h; Yes
Maximum safe speed:	No
Vehicle flipped	Yes
Vehicle airborne	No

Pick up Ian, who's having problems finding his stolen vehicle. He's an app driver like you, but he's been roughed up by the taxi drivers you had a run-in with earlier. Drive to the first two areas where he thinks his vehicle is, but don't stop; just continue following the GPS.

Finally stop at the parking lot, where a trap is set. After Ian's car explodes, you need to evade the cops. Drive east as early as possible, then head right (south) down the main road. Swerve right into the U-shaped road with the park on the right side. This usually evades the police. Then drive back to Elmhurst where you picked up the client; head in this direction anyway so you can drop him off more quickly, and salvage a five-star rating.



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DRIVER SF: OAKLAND MISSIONS (5)

4. Every Day Is Friday

OBJECTIVES

- Pick up the client.
- Cruise through the neighborhood.

DIFFICULTY

LOCATION

1. Elmhurst district, **Oakland**.
2. Alleyway in central **Oakland**.

Starting Conditions

CONDITION	REQUIREMENT
Complete mission	None
Night or day	Night

Possible Rating Drop

CONDITION	RATING LOSS?
Civilians killed	Yes
Vehicle collisions	Yes
Chases started	Yes
Minimum safe speed	Below 18 km/h; Yes
Maximum safe speed	Above 50 km/h; Yes
Vehicle flipped	Yes
Vehicle airborne	No

Pick up your client in Elmhurst, and you have little choice than to partake in his weed smoking. He just needs you to cruise around the neighborhood for a bit, while you both quote references to the movie Friday.

Though you don't need to follow the GPS directly, be aware that traveling too quickly can lose you rating stars, so keep it slow (but not too slow; that loses you rating stars too) until you reach the drop-off point.

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DRIVER SF: OAKLAND MISSIONS (5)

5. Fragile Cargo

OBJECTIVES

- Pick up the client.
- Get in Grace's truck.
- Deliver the cargo without damaging it.

DIFFICULTY

LOCATION

- 1. Freeway restaurant, far south of **Oakland**.
- 2. Museum alley, just north of **Oakland** Superior Court, **Oakland**.

Starting Conditions

CONDITION	REQUIREMENT
Complete mission	None
Night or day	Night

Possible Rating Drop

CONDITION	RATING LOSS?
Civilians killed	Yes
Vehicle collisions	Yes
Chases started	Yes
Minimum safe speed	Below 10 km/h; Yes
Maximum safe speed	No
Vehicle flipped	Yes
Vehicle airborne	No

Arrive at the initial objective in any vehicle you like; you receive a text from Grace and must drive to the adjacent restaurant parking lot, where you'll be **driving** her van, which contains fragile cargo. Follow the GPS north, onto the freeway.

Take it easy! The van has terrible turning and can easily fall off the freeway or crash into other vehicles. Stay to the left until the off-ramp, use boost sparingly, and remotely control other vehicles to get out of your way if necessary. Arrive safely, rather than quickly, for a perfect rating.

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DRIVER SF: SAN FRANCISCO MISSIONS (10)

1. Daredevil Liv!

OBJECTIVES

- Pick up the client.
- Drive Liv to the Coit Tower roundabout.
- Get as much air time as possible.
- Drop Liv off.

DIFFICULTY

LOCATION

- 1. Coffee shop two blocks south of Fisherman's Wharf, San Francisco.
- 2. Coit Tower roundabout, San Francisco.
- 3. Street after final ramp, two blocks south of WKZ Station, San Francisco.

Starting Conditions

CONDITION	REQUIREMENT
Complete mission	None
Night or day	None

Possible Rating Drop

CONDITION	RATING LOSS?
Civilians killed	Yes
Vehicle collisions	No
Chases started	Yes
Minimum safe speed	Below 18 km/h; Yes
Maximum safe speed	No
Vehicle flipped	No
Vehicle airborne	Under 25 meters; Yes

Pick up Liv, drive her to the Coit Tower roundabout, and then follow her crazy GPS route through town. Launch high off ramps, gaining maximum air as you go. Constantly check your minimap to see corners coming up.

Choose a vehicle (like the one shown) that has good stability when cornering and landing. Remember to right the car in the air so it lands on all four wheels. When the daredevil jumping begins, your rating is 1, but this increases the more air you get. Therefore, line up each ramp, boost, and land properly to ensure a five-star rating. Also gain extra air by boosting over hilly road junctions.

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DRIVER SF: SAN FRANCISCO MISSIONS (10)

2. Expectant Fathers!

OBJECTIVES

- Pick up the client.
- Arrive at the clinic as fast as possible.

DIFFICULTY

LOCATION

- 1. Close to WKZ Station, San Francisco.
- 2. Clinic, three blocks west of Painted Ladies, San Francisco.

Starting Conditions

CONDITION	REQUIREMENT
Complete mission	None
Night or day	None

Possible Rating Drop

CONDITION	RATING LOSS?
Civilians killed	Yes
Vehicle collisions	Yes
Chases started	Yes
Minimum safe speed	Below 18 km/h; Yes
Maximum safe speed	No
Vehicle flipped	Yes
Vehicle airborne	No

Pick up the father-to-be in a vehicle designed for exceptional straight-line speed, as it's a long race southwest to the clinic.

Ensure a five-star rating by continuing to keep your speed up and optionally boosting. Try not to crash! Simply pull up to the clinic and drop the father off.

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DRIVER SF: SAN FRANCISCO MISSIONS (10)

3. Gone Phishing

OBJECTIVES

- Pick up the client.
- Drive the customer to their destination.
- Wait for the client's instructions.
- Follow the boats.
- Reach the **weapons**' drop-off location.

DIFFICULTY

LOCATION

1. Road just east of Cliff House near ocean, **San Francisco**.
2. Ocean Beach near Fort Funston, **San Francisco**.

Starting Conditions

CONDITION	REQUIREMENT
Complete mission	None
Night or day	Day

Possible Rating Drop

CONDITION	RATING LOSS?
Civilians killed	Yes
Vehicle collisions	Yes
Chases started	Yes
Minimum safe speed	Below 10 km/h; Yes
Maximum safe speed	No
Vehicle flipped	Yes
Vehicle airborne	No

Pick up the news reporter, and drive her down to the beach until you spot a pair of speedboats. Then head south, **driving** on the beach and over the piers (these are ramped jumps). Pick an off-road vehicle, though even a sports car is fine if you're careful not to spin out.

Continue watching the speedboats and following them at around 150 to 200 meters, until they reveal the location of the **weapons** drop-off point. During this time, it's wise not to drive into the water, so keep winding your way around beach-goers, driftwood, and any other obstacles.

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DRIVER SF: SAN FRANCISCO MISSIONS (10)

4. Liv Again

OBJECTIVES

- Pick up the client.
- Get even more air time.
- Drop Liv off.

DIFFICULTY

LOCATION

- 1. Street corner two blocks west of the Tenderloin, San Francisco.
- 2. Park near Palace of Fine Arts, San Francisco.

Starting Conditions

CONDITION	REQUIREMENT
Complete mission	Driver SF: Daredevil Liv!
Night or day	None

Possible Rating Drop

CONDITION	RATING LOSS?
Civilians killed	Yes
Vehicle collisions	No
Chases started	Yes
Minimum safe speed	Below 18 km/h; Yes
Maximum safe speed	No
Vehicle flipped	No
Vehicle airborne	Under 25 meters; Yes

Time for another course in getting airborne; Daredevil Liv requires you to maneuver through a pre-plotted course filled with jumps. The trick here is to pick a vehicle (such as the one shown) that tends not to spin out (oversteer) when cornering.

As there are several extremely sharp corners just as you land, apply the e-brake and brakes more often than normal. This isn't about going fast—except when approaching a ramp, where boosting is encouraged—but rather keeping to the twists and turns of the course objectives. When the daredevil jumping begins, your rating is 1, but this increases the more air you get. Therefore, line up each ramp, boost, and land properly to ensure a five-star rating. Also gain extra air by boosting over hilly road junctions.

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DRIVER SF: SAN FRANCISCO MISSIONS (10)

5. Scoutxpedition (ULC)

OBJECTIVES

- Pick up the client.
- Drive the customer to the first landmark.
- Take a photo of **Lombard Street**.
- Return to your vehicle.
- Drive the customer to the next landmark.
- Take a photo of the Palace of Fine Arts.
- Return to your vehicle.
- Drive the customer to the next landmark.
- Take a photo of **Coit Tower**.
- Drive the customer to the next landmark.

DIFFICULTY

LOCATION

- 1. Corner of main street two blocks northwest of Transbay Center, **San Francisco**.
- 2. **Lombard Street**, Palace of Fine Arts, **Coit Tower** (in any order), **San Francisco**.
- 3. Corner of main street two blocks northwest of Transbay Center, **San Francisco**.

Starting Conditions

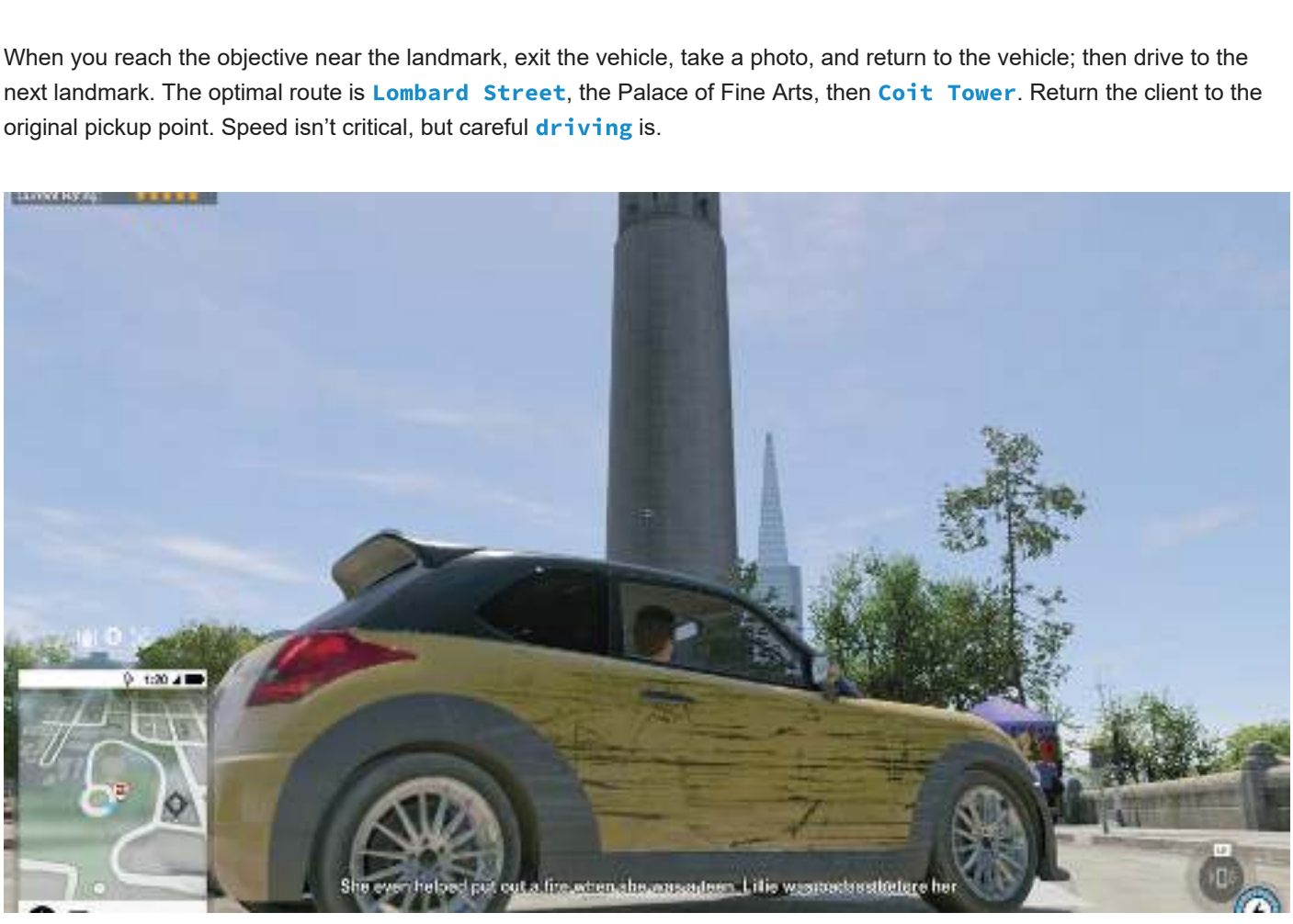
CONDITION	REQUIREMENT
Complete mission	None
Night or day	None

Possible Rating Drop

CONDITION	RATING LOSS?
Civilians killed	Yes
Vehicle collisions	Yes
Chases started	Yes
Minimum safe speed	Below 10 km/h; Yes
Maximum safe speed	No
Vehicle flipped	Yes
Vehicle airborne	No

Pick up the client, who's scouting some film locations for Marty. Then choose three landmarks (do them in any order) and plot a GPS route to each.

When you reach the objective near the landmark, exit the vehicle, take a photo, and return to the vehicle; then drive to the next landmark. The optimal route is **Lombard Street**, the Palace of Fine Arts, then **Coit Tower**. Return the client to the original pickup point. Speed isn't critical, but careful **driving** is.



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DRIVER SF: SAN FRANCISCO MISSIONS (10)

6. Lost in Translation

OBJECTIVES

- Pick up the client.
- Reach the car park.
- Reach the park.
- Reach the Nudle Park.

DIFFICULTY

LOCATION

- 1. SFMOMA, San Francisco.
- 2. Parking lot by SFPD building in Transbay Center, San Francisco.
- 3. Parking lot one block west of Ferry Building, San Francisco.
- 4. Nudle Stadium, San Francisco.

Starting Conditions

CONDITION	REQUIREMENT
Complete mission	None
Night or day	Day

Possible Rating Drop

CONDITION	RATING LOSS?
Civilians killed	Yes
Vehicle collisions	Yes
Chases started	Yes
Minimum safe speed	Below 10 km/h; Yes
Maximum safe speed	No
Vehicle flipped	Yes
Vehicle airborne	No

Pick up the Chinese businessman, who has difficulty explaining where he needs to go. Nudle Translate on your phone isn't much help. Drive him to the parking lot, then the park near the ferry building.

Both locations are incorrect. Plot a GPS course each time. Knowing that the final destination is Nudle Park basement stadium, you can start driving there before the translation tells you to. However, you need to reach both previous objectives first.

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DRIVER SF: SAN FRANCISCO MISSIONS (10)

7. Get Back in the Game

OBJECTIVES

- Pick up the client.
- Search for the star player in bars across downtown.
- Drive the star player back to the stadium.

DIFFICULTY

LOCATION

1. Nudle Park, San Francisco.
2. Coffee Shop one block south of SFMOMA, San Francisco.
3. Lucky Pierre's Bar, by Castro Theatre, San Francisco.
4. Crazy 80s Strip Club (Bar), North Beach, San Francisco.
5. Nudle Park, San Francisco.

Starting Conditions

CONDITION	REQUIREMENT
Complete mission	None
Night or day	Day

Possible Rating Drop

CONDITION	RATING LOSS?
Civilians killed	Yes
Vehicle collisions	Yes
Chases started	Yes
Minimum safe speed	Below 10 km/h; Yes
Maximum safe speed	No
Vehicle flipped	Yes
Vehicle airborne	No

Pick up the coach, and drive him to the coffee shop near SFMOMA, Lucky Pierre's Bar in Castro, and finally the Crazy 80s Strip Club in North Beach. Plot a GPS route and be fast and use boost, but don't get crazy.

At each location, stop at the objective so the coach can look through the window. He gets out at the strip club, and the star player gets into your ride. Drive him directly to Nudle Park, taking care to keep your speed up and the occupant safe, or risk losing some rating stars.

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DRIVER SF: SAN FRANCISCO MISSIONS (10)

8. Treasure Hunt

OBJECTIVES

- Pick up the client.
- Wait for the first clue.
- Reach the Castro District.
- Wait for the next clue.
- Reach the famous Fishnet Legs.
- Wait for the next clue.
- Reach the polka dot building.
- Wait for the next clue.
- Reach the building across from !Nvite.

DIFFICULTY

LOCATION

1. Parking lot just south of **Mission Delores Park**, **San Francisco**.
2. Castro Theatre, **San Francisco**.
3. Fishnet Legs building, one block west of **Painted Ladies**, **San Francisco**.
4. Polka Dot building, three blocks east of **Painted Ladies**, **San Francisco**.
5. Street across from !Nvite offices, **San Francisco**.

Starting Conditions

CONDITION	REQUIREMENT
Complete mission	None
Night or day	Day

Possible Rating Drop

CONDITION	RATING LOSS?
Civilians killed	Yes
Vehicle collisions	Yes
Chases started	Yes
Minimum safe speed	Below 10 km/h; Yes
Maximum safe speed	No
Vehicle flipped	Yes
Vehicle airborne	No

Your client is in a geocache race. Simply wait for her clues, and you figure out where a series of landmarks are. Follow the GPS route to get there. You travel to the Castro Theater, the Fishnet Legs building, the polka dot building, and finally the street across from the !Nvite building.

Keep your speed up and use boost and shortcuts if you wish (though that isn't necessary). If you wish to complete the mission in double-quick time, start **driving** to the next destination before you solve the clue of where it is, providing you have a general idea of where each one is.

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DRIVER SF: SAN FRANCISCO MISSIONS (10)

9. Haum's Dirty Laundry

OBJECTIVES

- Pick up the client.
- Drive Elena to the Clothes Store.
- Drive Elena to the WKZ Station.

DIFFICULTY

LOCATION

1. Ahed Housing Complex, northeast of Sutro Tower, San Francisco.
2. William Finn Clothing Store, four blocks east of Embarcadero, San Francisco.
3. WKZ Studios, San Francisco.

Starting Conditions

CONDITION	REQUIREMENT
Complete mission	Main Operation: HAUM Sweet HAUM
Night or day	Both

Possible Rating Drop

CONDITION	RATING LOSS?
Civilians killed	No
Vehicle collisions	Yes
Chases started	No
Minimum safe speed	Below 10 km/h; Yes
Maximum safe speed	No
Vehicle flipped	No
Vehicle airborne	No

Pick Elena up. Follow the GPS route, optionally taking the ramp down the hill. Drive to the clothing store while Elena complains. When you arrive, wait for the phone call from Elena's boss.

Then drive her immediately to the WKZ TV station, drop her off, and conclude the mission. Choose a fast car, use vehicle boost, and don't crash too often for a guaranteed five-star rating.

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DRIVER SF: SAN FRANCISCO MISSIONS (10)

10. Late Wedding

OBJECTIVES

- Pick up the client.
- Make Tina's wedding dreams come true.

DIFFICULTY

LOCATION

1. Twin Peaks housing estate, San Francisco.
2. Church at base of hill, east of Ocean Beach, San Francisco.

Starting Conditions

CONDITION	REQUIREMENT
Complete mission	None
Night or day	Day

Possible Rating Drop

CONDITION	RATING LOSS?
Civilians killed	Yes
Vehicle collisions	Yes
Chases started	Yes
Minimum safe speed	Below 10 km/h; Yes
Maximum safe speed	No
Vehicle flipped	Yes
Vehicle airborne	No

Pick up Tina, who's more than ready to get married, and drive her from the upscale Twin Peaks neighborhood, following the twisting switchbacks to the bottom of the hill. Boosting is encouraged, but ease off before each sharp turn.

Exercise speed but also more caution than usual, as there's a greater chance of understeering and hitting other vehicles, which can lessen your rating. When you reach the church, simply drop her off.

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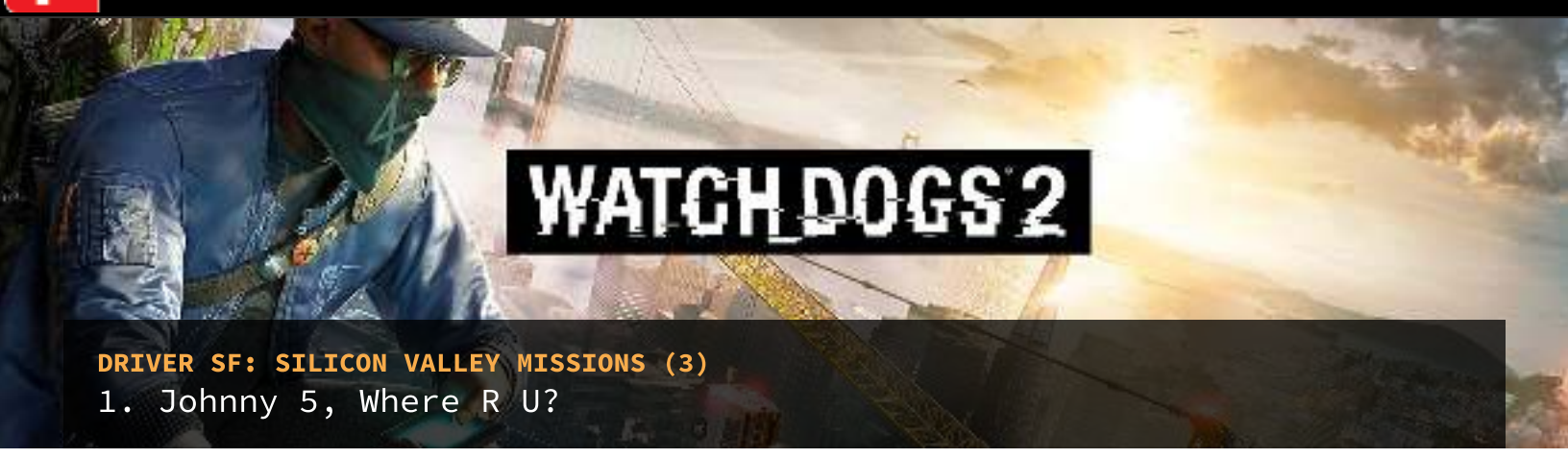

DRIVER SF: SILICON VALLEY MISSIONS (3)

1. Johnny 5, Where R U?

OBJECTIVES

- Pick up the client.

DIFFICULTY

LOCATION

- 1. Residential Street, San Mateo, Silicon Valley.
- 2. Palo Alto, Silicon Valley.
- 3. Vicinity of Stanford University, Silicon Valley.
- 4. Shopping area, south of Nudle campus, Silicon Valley.

Starting Conditions

CONDITION	REQUIREMENT
Complete mission	None
Night or day	None

Possible Rating Drop

CONDITION	RATING LOSS?
Civilians killed	Yes
Vehicle collisions	Yes
Chases started	Yes
Minimum safe speed	Below 10 km/h; Yes
Maximum safe speed	No
Vehicle flipped	Yes
Vehicle airborne	No

Pick up the programmer in San Mateo, and drive him quickly (using boost, but without erratic and dangerous driving) to the nearest location where the wayward robot might be, in Palo Alto. Drive slowly around the circled area on your minimap.

The robot isn't there. Continue to the second location (the vicinity of Stanford University), and repeat the slow search until you're instructed to reach the shopping area south of Nudle. That's where he is! Just stop at the objective and complete the mission.

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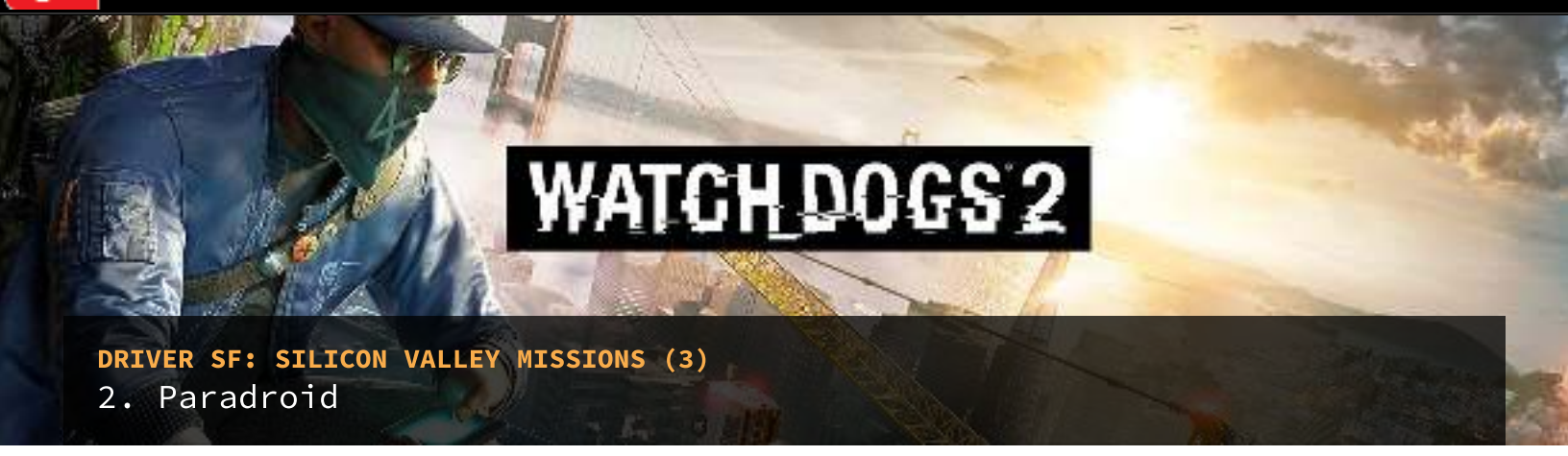

DRIVER SF: SILICON VALLEY MISSIONS (3)

2. Paradroid

OBJECTIVES

- Pick up the client.
- Stay close to the drone.
- Get Pete to the crash site.

DIFFICULTY

LOCATION

1. **Palo Alto** suburb, southeast of Storm Drain, **Silicon Valley**.
2. Drone crash site, **San Bruno Mountain**, **Silicon Valley**.

Starting Conditions

CONDITION	REQUIREMENT
Complete mission	None
Night or day	Day only

Possible Rating Drop

CONDITION	RATING LOSS?
Civilians killed	Yes
Vehicle collisions	Yes
Chases started	Yes
Minimum safe speed	Below 10 km/h; Yes
Maximum safe speed	No
Vehicle flipped	Yes
Vehicle airborne	No

Pick up your client in an off-road vehicle of your choosing, something that has excellent mud trail capabilities. The vehicle list in the "**Training**" chapter details some fine options. Immediately check your map for the drone location and follow it.

Follow the dirt trails up and down **San Bruno mountain** (they appear on your minimap along with the drone, so are easy to follow). Use boost sparingly, and don't hit any hikers. When the drone lands, be 100 meters or closer so you reach the drone's location as quickly as possible. Otherwise, expect a ratings loss.

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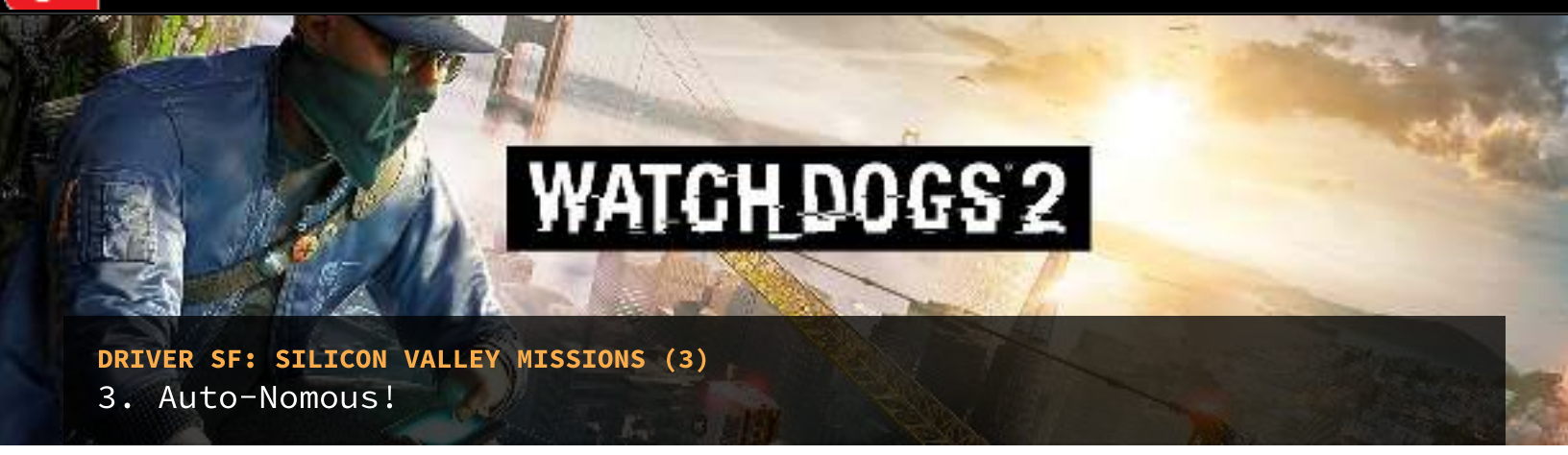

DRIVER SF: SILICON VALLEY MISSIONS (3)

3. Auto-Nomous!

OBJECTIVES

- Pick up the client.
- Get to the starting line.
- Wait for the race to start.
- Race our future robot overlords.

DIFFICULTY

LOCATION

- 1. Outside Tidis Building, Silicon Valley.
- 2. Grounds of Stanford University, Silicon Valley.

Starting Conditions

CONDITION	REQUIREMENT
Complete mission	None
Night or day	Night

Possible Rating Drop

CONDITION	RATING LOSS?
Civilians killed	Yes
Vehicle collisions	Yes
Chases started	Yes
Minimum safe speed	Below 10 km/h; Yes
Maximum safe speed	No
Vehicle flipped	Yes
Vehicle airborne	No

After picking up your client, start the race as soon as possible, ignoring the three Nudle cars for the most part (although you're racing against them). Instead, concentrate on the archway waypoint objectives ahead of you.

Use a vehicle that's fast but proficient at handling, as there are some tight turns throughout the race. Use boost between waypoints. Use remote vehicle hacking if you must, though this race is easily won if you simply follow the course on your minimap. Try for a finish time of around 01:45 or less.

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THANK YOU FOR YOUR COOPERATION

Online Operations are activated differently from Main and **Side Operations**. They can appear in your **DedSec App**, or another player can invite you to join their Online Operation. Rewards for successfully completing Online Operations include additional Followers, and **clothing**.

Online Operations appear on your **DedSec App** as one of three operations you can undertake. Each involves you infiltrating one of the 20 restricted areas detailed in this chapter, but the Faction you're fighting against is different, as follows:

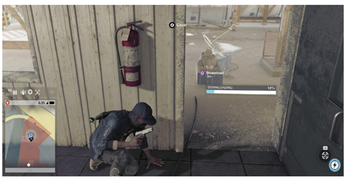
ONLINE OPERATIONS

Operation Types

There are five different types of operation. Though they each have a different name depending on the Faction you're fighting against (which is detailed in a forthcoming table), the overall main objectives are the same for each type. To see the operation name in-game, access the `DedSec App` and choose the appropriate Online Operation. Here are the five types:

DATA BREACH

Data hidden within the restricted area must be located, and the contents downloaded. The data can be hacked by either drone or Marcus. When the download triggers, a radius appears (both on your minimap and in `HotHack` view). One or both players must remain within this radius until the download is complete. Then both must flee to complete the operation.

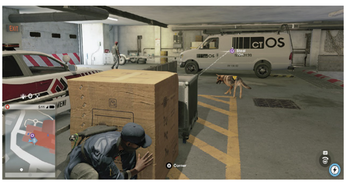


Data Breach Operation Names

FACTION	OPERATION NAME
580s	Dirty Blue
Auntie Shu's Boys	A Worm Will Turn
Bratva	Command Prompt
Sons of Ragnarok	No Business Like LULZ Business
Tezcas	Client-Server Model
Police/FBI	FBIntercept
Umeni-Zulu Security Corps	Flush

DELIVER VEHICLE

A vehicle is hidden somewhere in the restricted area. It must be located, removed from the area, and delivered to a pre-determined location. Enemy interaction during this time is optional.



Deliver Vehicle Operation Names

FACTION	OPERATION NAME
580s	Game Recognize Game
Auntie Shu's Boys	Dollar, Dollar Bill, Y'all
Bratva	Accelerate This!
Sons of Ragnarok	Gun It
Tezcas	Bling Heist
Police/FBI	FBIgnition
Umeni-Zulu Security Corps	SnooZuLuse

DESTROY SHIPMENTS

Either two or three shipments, which take the form of a palette of narcotics or a stolen vehicle, must be destroyed. These can be done in a variety of ways (bombs, physically setting pallets on fire, or `driving` vehicles until they explode or fall into water).

Deliver Vehicle Operation Names

FACTION	OPERATION NAME
580s	Horseplay
Auntie Shu's Boys	Payout
Bratva	Gone in a Nano
Sons of Ragnarok	Methbusters
Tezcas	Blow or Bust
Police/FBI	FBIn Flames
Umeni-Zulu Security Corps	Serving Chaos

PRISONER RELEASE

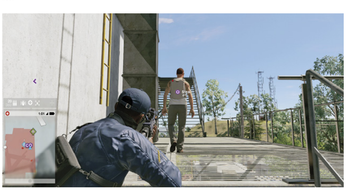
A prisoner, who could be of a rival faction or a member of DedSec, is cuffed and kidnapped, sitting or lying somewhere within the restricted area. They must be rescued by the player (not a drone) physically untying the prisoner. After that, both players should flee (the prisoner makes his or her own way out).

Prisoner Release Operation Names

FACTION	OPERATION NAME
580s	Swiped
Auntie Shu's Boys	NOOb Fail
Bratva	Spear Phished
Sons of Ragnarok	Ragnarok'd
Tezcas	Tezca Triumph
Police/FBI	FBImprisoned
Umeni-Zulu Security Corps	POW

STEAL ENCRYPTED DRIVES

Two encrypted hard drives must be recovered. They are each carried by a hostile, who must first be neutralized (either in a vehicle, or within the restricted area). Make too much noise, and one or both hostiles may flee. The hard drive can be gathered on foot, or using the `RC Jumper`, from the body of the hostile. Once both hard drives are recovered, you must flee.



Steal Encrypted Drives Operation Names

FACTION	OPERATION NAME
580s	Crossfire
Auntie Shu's Boys	DedSec Revealed
Bratva	Russian Bug
Sons of Ragnarok	Prime S**t
Tezcas	Blood Money
Police/FBI	FBIntervention
Umeni-Zulu Security Corps	Code Runners

OBJECTIVES

When you begin an operation, you have a mandatory objective to complete, along with a general location to reach, followed by a specific location once the restricted area is breached. In addition, you may have a secondary and optional objective, such as `driving` a vehicle to its destination within a specific amount of time. Though you receive greater rewards (points to your Online `Leaderboard`) if the optional objectives are complete, they aren't necessary. Optional objectives appear in the top-left corner of your screen, and are completely self-explanatory. Remember to talk to your partner if objectives need to be destroyed at the same time, so you can time it right.

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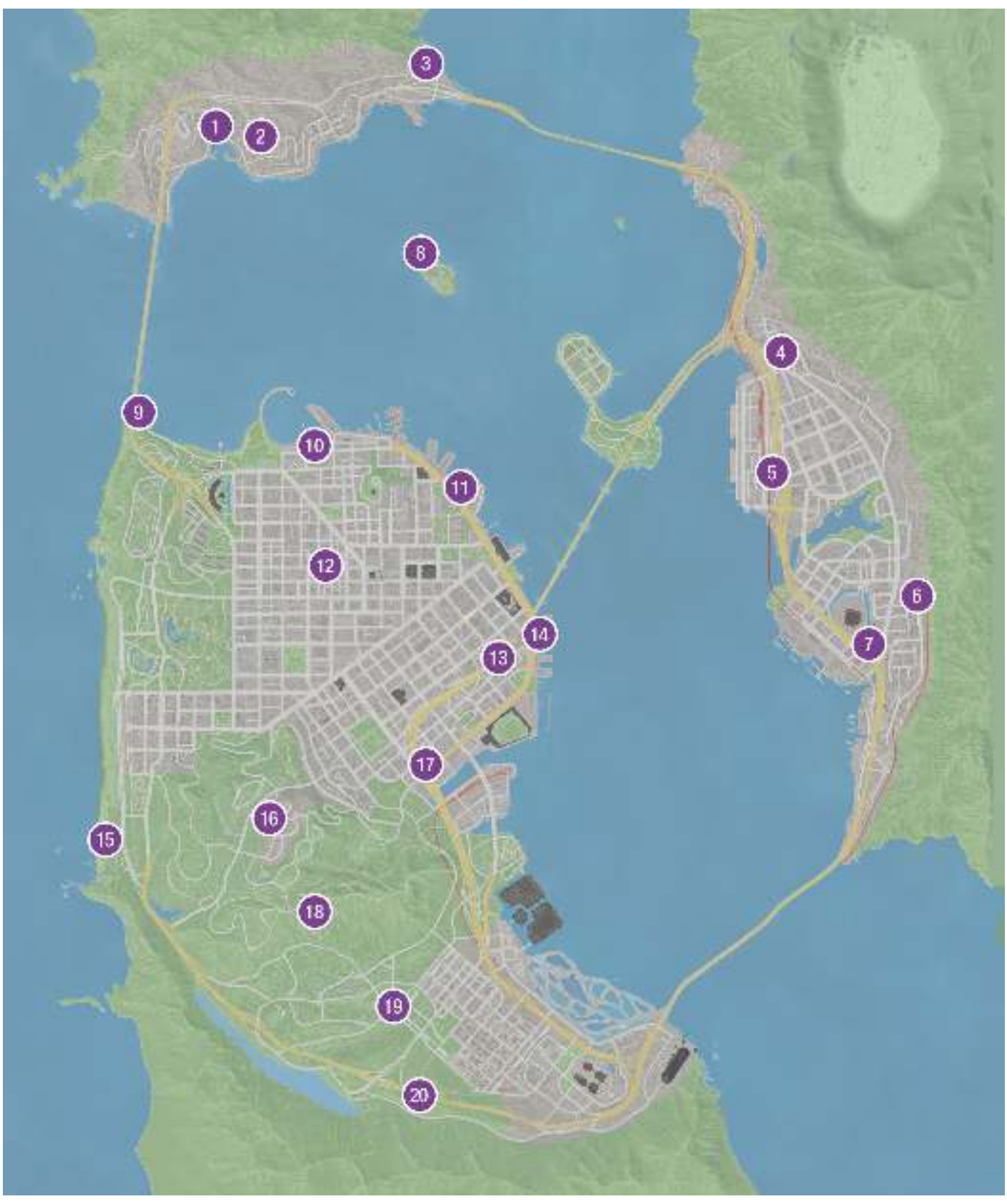
ONLINE OPERATIONS

Restricted Area Locations

The following map details the 20 different restricted areas your Online Operation could request you to infiltrate. The remainder of this chapter gives a thorough **overview** of each of them.



Online Operation Restricted Areas

LOCATION AND MAP NUMBER	MAP NAME
01. **Marin**	Fort Baker
02. **Marin**	Algaeris Greenhouses
03. **Marin**	Camp K9
04. **Oakland**	Prescott Scrapyard
05. **Oakland**	Sweet Maria Warehouse
06. **Oakland**	Woodland Apartments
07. **Oakland**	Starter Oil Factory
08. **San Francisco**	**Alcatraz** Warehouse
09. **San Francisco**	**Fort Point**
10. **San Francisco**	HAUM Shipment Yard
11. **San Francisco**	Pier 27 Warehouse
12. **San Francisco**	Auntie Shu’s Imports & Exports
13. **San Francisco**	Bridge Maintenance Yard
14. **San Francisco**	Pier 13 Warehouses
15. **San Francisco**	Fort Funston
16. **San Francisco**	Sutro Tower
17. **San Francisco**	Under the Freeway
18. **San Francisco**	San Bruno Radio Tower (ULC)
19. **Silicon Valley**	Storm Drain
20. **Silicon Valley**	Swan Levitt Observatory

RESTRICTED AREA INFORMATION

For each of the 20 restricted areas that an Online Operation might take place in, this guide offers some overall tactics and advice. Here’s how this all breaks down:

Number and Name: The number of the restricted area refers to the number on the main map, shown previously in this chapter. The name is a description of the location, but not (usually) used in-game.

Map: This shows a top-down map or maps of the entire restricted area, along with the most pertinent infiltration points and structures.

Available Operations: This table lists the five **operation types**, and lists how many objectives to expect each time the operation is active. So, if the number “3” is listed, there will always be three objectives you need to reach. “Variations” lists the number of variations of the same operation type you can expect. For example, if “2” is listed in the “deliver vehicle” variations, it means the vehicle you’re stealing could be in one of two different positions.

Structures and Infiltration Points: The most efficient way to expertly complete an Online Operation is to know all the infiltration points and exit areas. This is the main focus of this chapter; every nook, cranny, **RC Jumper**-sized vent or hole, and structure is detailed.

Operation Examples: For operations that don’t involve stealing encrypted hard drives (where the enemies carrying the drives are constantly moving), one example of mission completion is detailed, to give you an idea of how easy or difficult this can be. Use the same or similar planning when completing your **Online Operations**.

WHERE’S MY OBJECTIVE?

The guide maps do not show where Objectives are located, due to the random nature of how Online Operations are accessed. So simply utilize your Quadcopter and/or NetHack mode as you approach each restricted area, and the objective(s) will appear.

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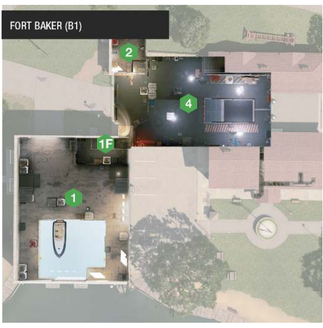
Three of the 20 available restricted areas for Online Operations are located in Marin. The following details the main methods of infiltrating each area, and some locations to study when engaged in the different online missions.

Available Operations

OPERATION TYPE	NO. OF OBJECTIVES	VARIATIONS
Data Breach	1	2
Deliver Vehicle	1	3
Destroy Shipments	Not Available	Not Available
Prisoner Release	Not Available	Not Available
Steal Encrypted Drives	1	3



☰ Structures and Infiltration Points

This area is composed of three surface buildings—a large boat warehouse to the southwest, a security hut to the northwest, and the fort building and garage to the northeast. All three structures are also linked via an underground mechanical bay and storage area, making maneuvering plans more plentiful than you might expect.

1 Boat Warehouse (Southwest)

This large warehouse has two main floors—an open ground-level and boat-mooring area (great for quick getaways!) with garage doors on three of the four walls, and a balcony with a number of open windows to access (using Marcus or drones). The northeast of the building interior has a small storage stairwell leading down to the main storage area below. Be sure you learn where the garage doors (1A, 1B, 1C) are, in the north, east, and south walls. Note the balcony windows (1D, 1E); there's one in the southwest above the boat garage door (use the Quadcopter), and one in the west wall above the containers—climb through or use either drone. Finally, check the storage room stairs (1F), which provide access to and from the lower level, via the door or open window.

2 Security Hut (Northwest)

A small, easily overlooked hut has ladder access up and down to the subterranean storage area. Also note the explosive barrels here, making this a dangerous place to hide if these haven't been detonated.

3 Fort Building (Northeast)

The foyer and large garage area of the this older structure are accessible from three directions. This is the main entrance down into the lower mechanical bay, and the focus of most of the combat. The foyer entrance (3A) is accessible from the flagpole yard, and the foyer then offers garage access. The garage itself (3B) has double doors from the west (main parking lot), a garage door from the east street, and a door down the stairs to the mechanical room. There are vehicles to steal here for a quick getaway.

4 Mechanical Room

Connecting the three previous structures is the underground mechanical room, with a vehicle lift from the fort building garage, and stairs down to a pedestrian door. The mechanical room itself is split into two; the west side is a storage area with a cage wall and two doors. Note the ladder and stairs in this area allowing access to the security hut and boat warehouse, respectively.

OPERATION EXAMPLES

Data Storage (Data Breach Operations): If the data unit to hack is located in the storage stairwell inside the garage warehouse, reach it easily using either drone or Marcus.

Vehicle (Deliver Vehicle Operations): If the vehicle you're leaving with is a boat, it's moored inside the large boat garage. This makes stealing it a breeze, as long as you unlock the CCT above the garage doors on the warehouse balcony (south side).

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MAPS

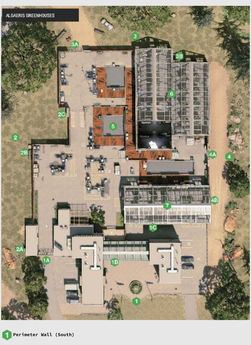
Restricted Area 02, Algaeris Greenhouses

Available Operations

OPERATION TYPE	NO. OF OBJECTIVES	VARIATIONS
Data Breach	1	2
Deliver Vehicle	1	1
Destroy Shipments	2	2
Prisoner Release	1	2
Steal Encrypted Drives	1	2

Structures and Infiltration Points

This area is a relatively secure walled compound where the Algaeris Corporation grows crops inside three large greenhouses. The southern office building cannot be entered, so the main action is usually clustered around the exterior parking area and production pools, as well as the two linked northeast greenhouses, and the east greenhouse. Everything is on one level.



1 Perimeter Wall (South)

Near the flags and inaccessible office building are the main gates (southwest), and a low roof with a solar panel, which offers easy infiltration. Just north of the metal sculpture and flags is a hackable door. At the southwest gate and low roof (1A), hack the gate, and climb on a vehicle or scenery to reach the low roof, the latter of which is a good hiding spot when using drones.

Hack the "Mw Unauthorized Access" door (1B) to infiltrate directly into the interior grounds. This offers quick access into the east greenhouse. Break the greenhouse glass windows (1C) along the southeast greenhouse wall, as five of them can be entered and exited, allowing quicker access into the southeast greenhouse. Use suppressed fire or you'll raise the alarm.

2 Perimeter Wall (West)

Despite a wooden fence stretching all the way up this side of the restricted area, there are three intrusion spots allowing easy access to the interior. Note you can drive a vehicle to anywhere along the fence and hop onto it, and over. Some spots can be entered but not exited from, and vice versa.

Note the electrical box in the southwest corner (2A); climb up and onto the concrete but if you don't want to use the nearby gate. You can't exit from this point. Farther along are the tree trunk and stacked goods (2B); climb the tree trunk at the fence corner halfway along the perimeter. If you need to get out of the compound, use the scenery and barrels stacked on the inside of the fence. Note the camera pole at the inner corner (inside the fence); the electrical box at the base of it can be climbed on to escape.

Don't forget the ramp (2C) where the ground rises in the northwest area of the fence, you can hop over from the other side, there are numerous objects and scenery to climb over during an escape, including blue pipework.

3 Perimeter Wall (North)

There's a gate in the northwest corner that's useful when trying to leave by vehicle. Otherwise, the only methods of infiltration involve breaking the glass in the perimeter windows of the northeast greenhouses.

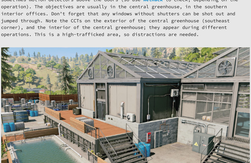
Study the northwest gate (3A); drive out of the restricted area using this gate, and leave it open for easy extraction. Also inspect the greenhouse glass windows (3B); use a suppressed weapon (like the Zerodayv Rifle) to smash the windows, and foes won't be in full red alert. There are four windows in each greenhouse wall to shoot. Use the shuttered windows as cover. Remember you can shoot these windows to get out of the greenhouse, too, or to circumvent a locked door inside one greenhouse.

4 Perimeter Wall (East)

Continue your window-breaking along the northeast greenhouse wall, stop to study the eastern gate, and make some final glass-shattering plans at the greenhouse wall. Areas of note include the east gate (4A), which offers equidistant infiltration opportunities for both greenhouse areas (as well as quick access to one of the CCTs). There are also more greenhouse glass windows (4B); suppressed-fire shattering allows quick infiltration without raising too much of an alarm. There are two windows to access here, both in and out of the greenhouse.

5 Water Treatment Ponds and CCT

The small ponds and slightly ramped area to the north of the main outside area have a few areas of pipework to hide behind, but are a little too exposed. It's better to approach objectives from the east, or along the north perimeter. Unless you have Quadcopter help. Note the CCT that is sometimes active, on the wall under the wooden trellis to the south.



6 Northeast Greenhouses and CCT

The two adjacent greenhouses feature locked doors (opened via CCT and access key) and sometimes motion detectors above the doors (so use Hothack to check, depending on the operation). The objectives are usually in the central greenhouse, in the southern interior offices. Don't forget that any windows without shutters can be shot out and jumped through. Note the CCTs on the exterior of the central greenhouse (southeast corner), and the interior of the central greenhouse; they appear during different operations. This is a high-trafficked area, so distractions are needed.

7 Southeast Greenhouse

This is another place where objectives usually reside. Shoot out the windows to tag foes or if you need a quick (and noisy) infiltration plan.

OPERATION EXAMPLES

Data Storage (Data Breach Operations): The server with the data that needs to be collected is usually in the southeast corner of the left greenhouse, of the two linked greenhouses. Or, try the server in the southeast greenhouse. Either can be snagged on foot or by using drones.

Vehicle (Deliver Vehicle Operations): If the vehicle appears in the main yard, you have a reasonably easy shot at one of the corner gates. The only issue is that the gates usually require a CCT unlock, so have one player access the CCT while the other starts up the vehicle.

Shipments (Destroy Shipments Operations): Usually only two shipments require destruction. Instead of fiddling with keys and CCTs, just lob grenades from the perimeter wall, or shoot through the greenhouse glass and lob in a grenade. Do this in tandem, and finish this in seconds!

Prisoner (Prisoner Release Operations): One possible location for the prisoner is the south greenhouse. Usually, you'd need to unlock a CCT and find an access key to some of the greenhouse doors before you could reach the prisoner. But not if you just shoot out the glass near him and extract in seconds!

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MARIN
Restricted Area 03, Camp K9

Available Operations

OPERATION TYPE	NO. OF OBJECTIVES	VARIATIONS
Data Breach	Not available	Not available
Deliver Vehicle	1	1
Destroy Shipments	3	2
Prisoner Release	1	3
Steal Encrypted Drives	1	3

☰ Structures and Infiltration Points

Segment this animal shelter into three distinctive zones to aid you in infiltration: To the southeast is the main office area, offering access out to a deck (southwest) and the main dog run and cages. Northeast is a large garage, where the majority of the action usually takes place.

1 Southern Perimeter and Southeast Office

The wooden fencing and deck (southwest) are completely open and easily accessed. The office building (southeast) has only one entrance in (south side) from the perimeter, but two entrances out (north side) into the kennel courtyard. There's also a shuttered window you can hack, leading onto the deck.

The deck (1A) covers the entire southwest corner of the restricted area, and is easily moved into and out of. The southeast office (1B) can be a chokepoint, with foes easily able to you shoot you through doorways. Take care navigating. You can't enter except through the south door, but you can hop onto the office roof from the planter near the door and window shutter, onto the trellis, and then the roof, which is a good defensive position.

2 West Perimeter

The fallen tree trunk is the only infiltration spot aside from the deck fencing. If you're inside the restricted area, climb on the kennels or the stacked crates for an easy exit.

3 North Perimeter

Inaccessible, unless you're parking a vehicle (or using the forklift parked to the northeast) and climbing over the fence. There's a door to the northeast garage, and the stone wall into the garage parking area (northeast) can be climbed.

Inside the perimeter there's a stack of palettes you can use to exit. Inside the fence by the door into the garage (where a CCT sometimes is), watch for motion detectors, a ladder to the roof, and scenery to climb to exit.

4 Northeast Garage

This garage features three roof ladders, an open window from the dog yard, a ground duct for the **RC Jumper**, and sometimes a motion detector over the doors. Exterior doors (north, and the garage door to the northeast) are usually locked. Expect the highest concentration of foes here.

5 East Perimeter

The northeast stone wall around the small garage parking lot gets a lot of traffic, and is easily breached (via climbing on scenery or opening the door). The east fence has vehicles you can use as stepping stones. Inside, use the kennel roof if you need to escape.

OPERATION EXAMPLES

Vehicle (Deliver Vehicle Operations): If the vehicle is parked inside the northeast garage, the door is usually sealed by a CCT inside the office to the southeast. While one of you deals with the CCT (the **RC Jumper** is a good pick), the other should deal with foes in the garage.

Shipments (Destroy Shipments Operations): One scenario for this operation type: A shipment is usually in the southwest office (in the room with the shutter), one in the dog kennel near the deck (unlocked via the CCT just outside the motion-detector door to the garage), and the third shipment is a vehicle inside the garage itself. This is trickier than most; have one player remove threats in the office and deck (south), and the other neutralize northern foes (yard and garage) before completing the objectives.

Prisoner (Prisoner Release Operations): If the prisoner is tied up in a dog kennel close to the southwest deck, there's a CCT (behind the fence outside the northeast garage) you need to unlock first. Throwing an **RC Jumper** over the north perimeter fence before trundling to the CCT does the trick.

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OAKLAND

Restricted Area 04. Prescott Scrapyard

Three of the 20 available restricted areas for **Online Operations** are located in **Marin**. The following details the main methods of infiltrating each area, and some locations to study when engaged in the different online missions.

THE 411 ON THE 580

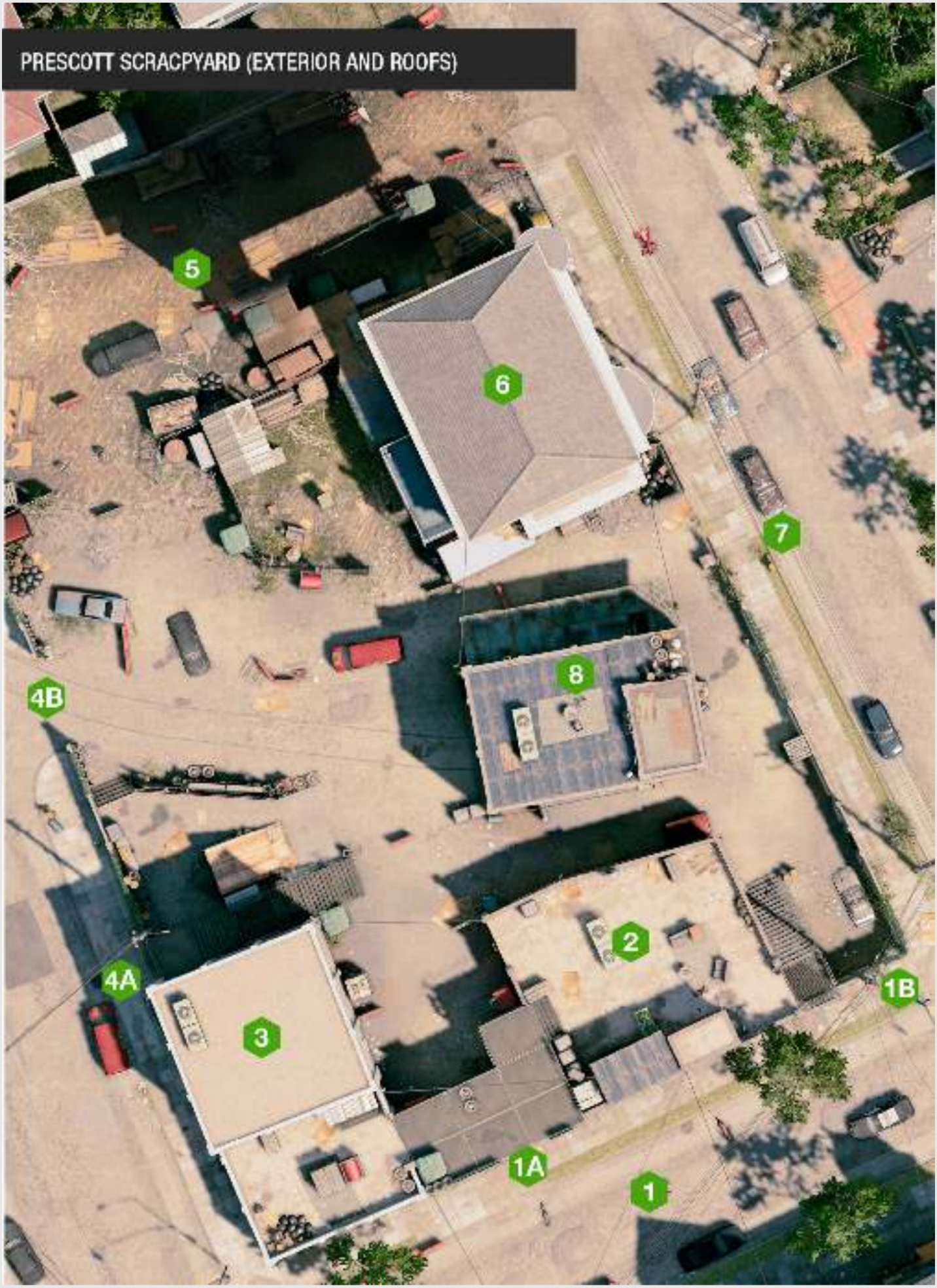
Unlike all other restricted areas, during Online Operation: Crime Hunt, the only faction encountered here is the 580s.

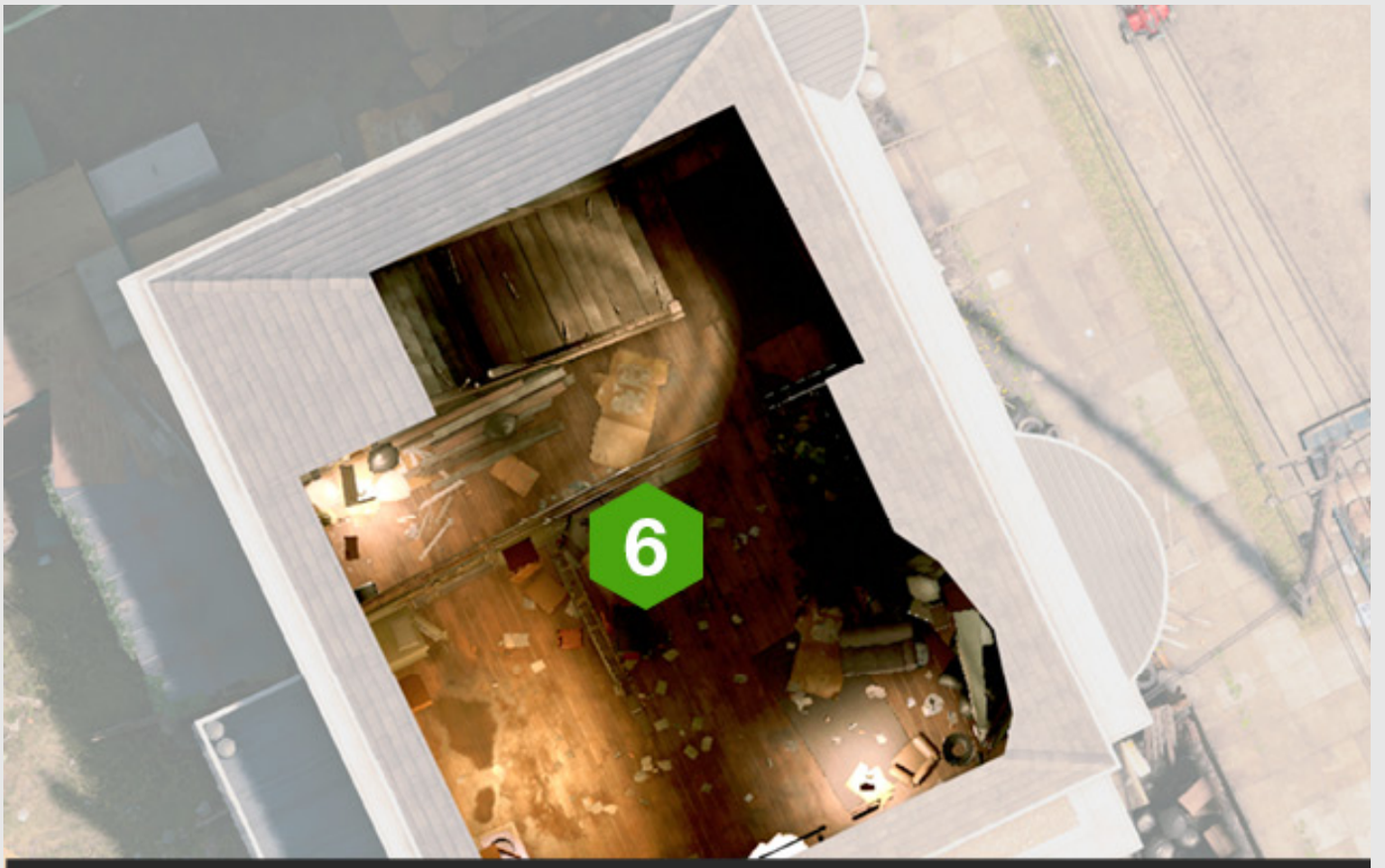
Vailable Operations

OPERATION TYPE	NO. OF OBJECTIVES	VARIATIONS
Data Breach	1	1
Deliver Vehicle	1	2
Destroy Shipments	3	2
Prisoner Release	1	3
Steal Encrypted Drives	1	3

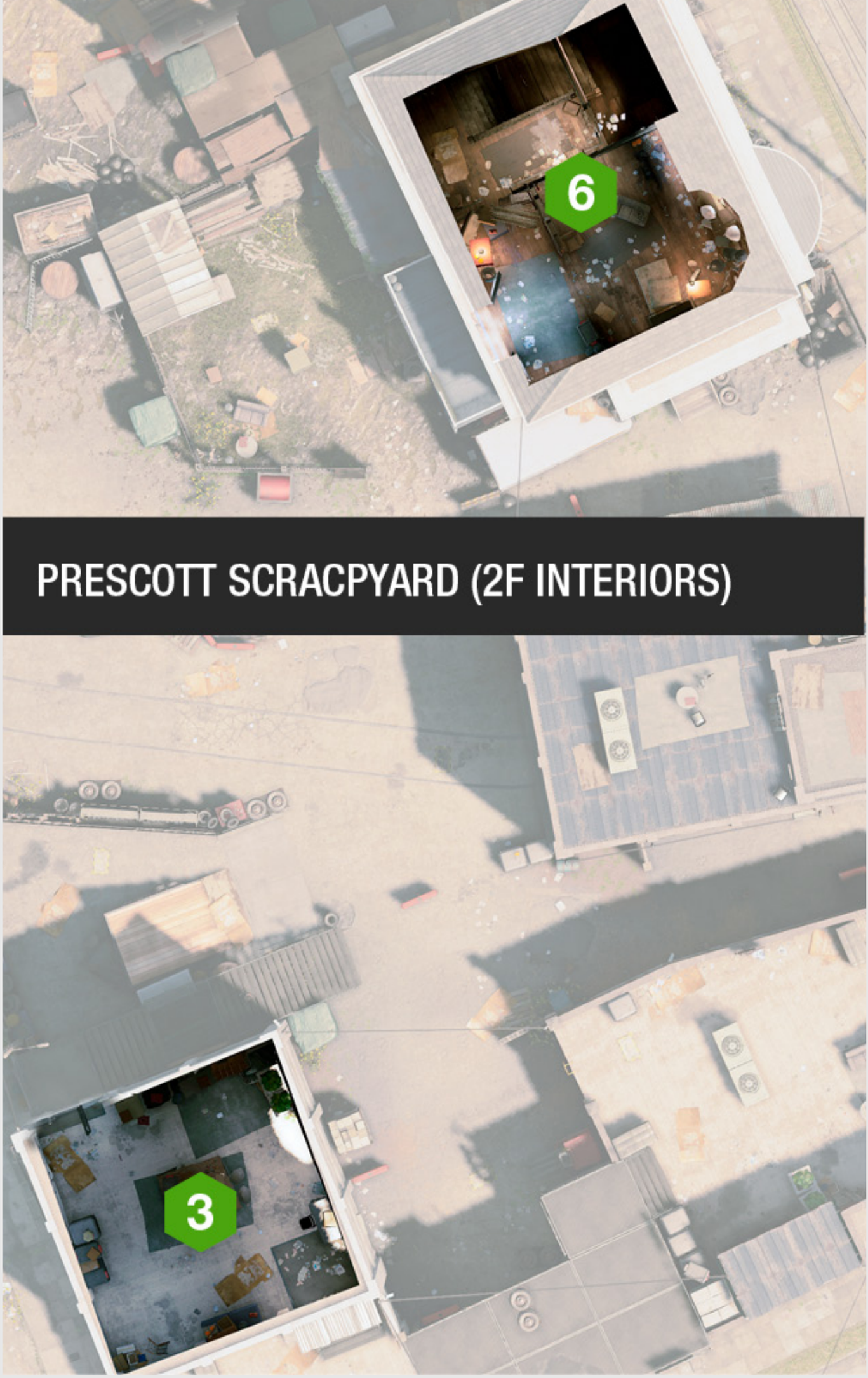
☰ Structures and Infiltration Points

This large scrapyard with a central garage, den house to the northeast, and a more fortified southern perimeter can be a tricky restricted area to conquer. Make sure you're flying your Quadcopter over the area to tag the numerous foes both inside and outside the many structures, before you assault the place.


PRESCOTT SCRACPYARD (EXTERIOR AND ROOFS)
5
6
7
8
4B
2
4A
1B
3
1A
1



PRESCOTT SCRACPYARD (1F INTERIORS)



PRESCOTT SCRACPYARD (2F INTERIORS)

1 South Perimeter

The entire south perimeter only has two possible infiltration spots. The first is the obvious (but well-guarded) entrance under the metal platforms above. The second is the concrete block wall in the southeast corner.

The main entrance (1A) offers easy access to and from the interior, reasonably rapid access up the ladder (to the right) onto the top of the brick warehouse roof, and to the steps up to the concrete warehouse. The only problem is the sheer number of foes who can see you enter from here. This gap is also wide enough for a vehicle to maneuver in and out (**driving** or remotely controlled).

There's a gap in the corner of the southeast concrete block wall (1B) that's big enough for an **RC Jumper** to head through—most helpful for more clandestine operations. Otherwise, leap to or from this wall as required.

2 South Brick Warehouse and Metal Platform

Even though there may be two or more enemies patrolling the roof of the brick warehouse, this is a great spot to camp at, dropping bombs at the stairwell to the east and watching for foes using the ladder near the start of the metal gantry platform, which links the brick warehouse to the concrete one. Only the roof of the brick warehouse is accessible (not inside), but maintain a sniping position or cover from here if things get a bit hectic.

3 Concrete Warehouse (Southwest)

Objectives are usually around or inside this structure, which offers two entrances (usually locked), one accessed via the gantry platform and the other the metal steps attached to the north side of the building.

This is a great defensive building, once you battle your way in and unlock it. You can fire out of the windows (or fly your Quadcopter to look around, or flee out of them), and use this as a sniping spot.

4 West Perimeter

Aside from the concrete warehouse window (which you need a scissor lift to enter from the street), the concrete-block wall is easily climbed over. Beyond the gates in the northwest corner, there are few obstacles, and you can move into the restricted area freely.

Also notice a hole in the wall by the barrels (4A)—a good **RC Jumper** spot close to warehouse. On the inside of the wall are the stairs up to the concrete warehouse. But don't overlook the ramp trailer; it's a spectacular way to drive a vehicle out of here, especially from the garage. The double gates (4B) are where reinforcements tend to linger, and where vehicles are usually driven out from. North of the gate, inside the walls, are rusting cars and barriers that can act as cover if necessary, though you're quite exposed.

5 North Perimeter

Completely devoid of fencing for much of the area, this is a yard of trash, with a house on stilts to the north (out of the restricted area), and the edge of the Victorian den house to maneuver around or through. Hiding by the stacks of wood and deck linking the den house is only feasible prior to the alarm being raised, due to the reinforcements arriving at the street to the east. Otherwise, you can usually use the **RC Jumper** to unlock the CCT (for some operations) from here. This is also a good way to infiltrate the den house from the top floor.

6 Victorian Den House (Northeast)

This dilapidated Victorian house has two ground entrances (west and south), and an upper deck (west). Stealthily heading in here, removing threats, and using the home as a defensive location is a good idea. Using the **RC Jumper** to hack the CCT if it's on the west deck wall is worthwhile. Also use it to stealthily take down foes milling about the main yard. Just watch for enemies coming up the stairs.

7 East Perimeter

The entirety of this perimeter is permeable; you can climb over any of the walls south of the Victorian den house, and the alley behind the buildings is a good infiltration point to reach the brick warehouse roof or garage ladder. You can drive a vehicle out of the gap in the mesh fencing by the den house, too.

OAKLAND

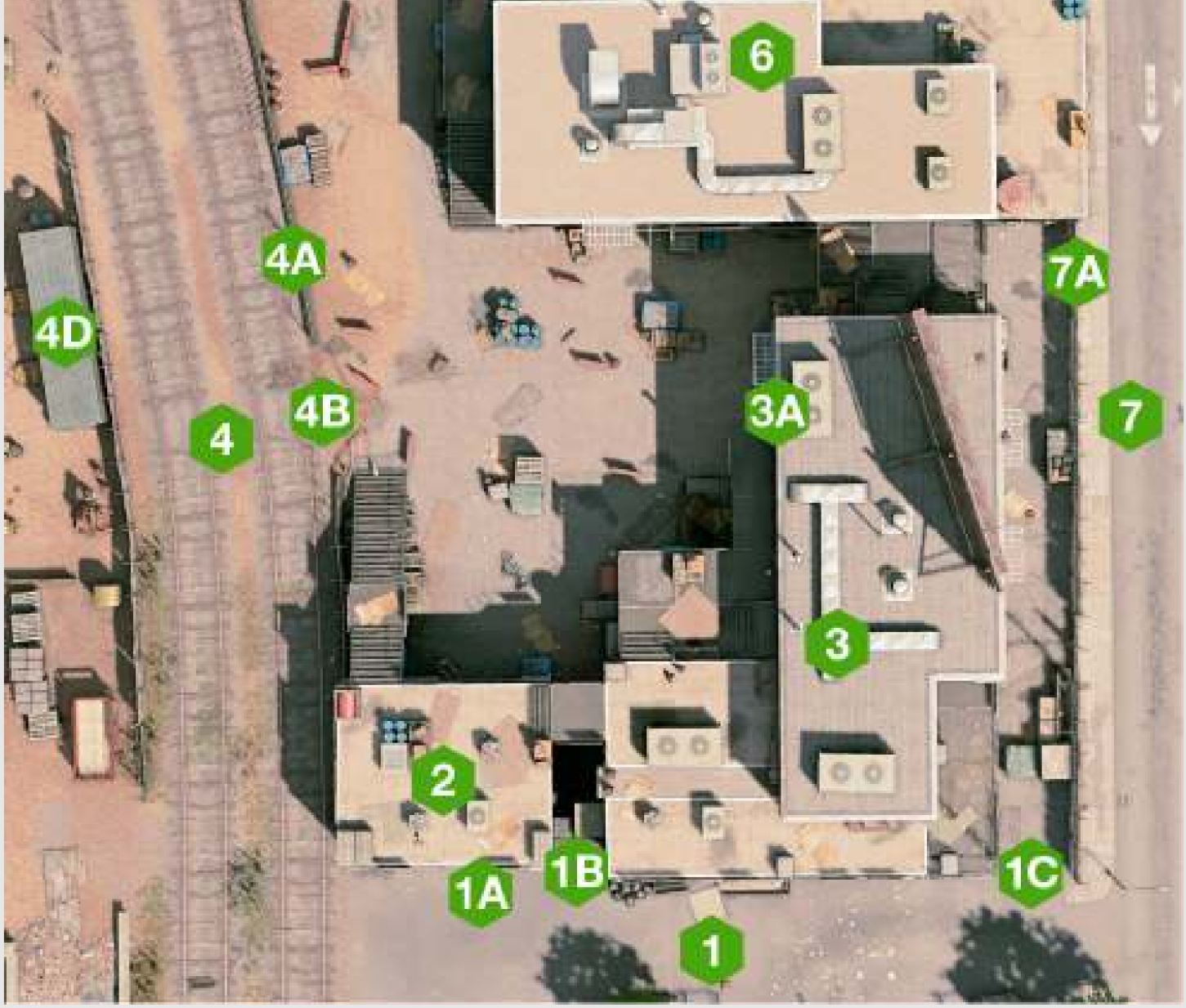
Restricted Area 05. Sweet Maria Warehouse

Available Operations

OPERATION TYPE	NO. OF OBJECTIVES	VARIATIONS
Data Breach	1	2
Deliver Vehicle	1	2
Destroy Shipments	3	2
Prisoner Release	1	3
Steal Encrypted Drives	1	2

☰ Structures and Infiltration Points

This cluster of industrial garages and warehouses offers a good amount of hiding spots, and some interesting vantage points both inside the restricted area and outside the perimeter, making it a good place for snipers to back up their partners. Open windows make drone infiltration more useful than usual, though foes tend to lurk both inside and outside the interiors of this maze of concrete and metal.


6
4A
7A
4D
4B
3A
7
4
3
2
1A
1B
1C
1

SWEET MARIA WAREHOUSE (1F INTERIORS)
6A

3A
2

6B

1 South Perimeter

Adjacent to the **Oakland** PD building, there's sometimes a truck with a tall cargo container you can drive to use and climb up onto the rooftops of the southern buildings in this compound. Otherwise, your access is limited to the door in the southwest corner building, or the southeast alley.

The southwest door (1A) offers ground-level advancement into the restricted area and "woodshed" garage, and there are hiding spots and a side door to the tiny alley between the two southern buildings.

The south alley (1B) is inaccessible from the outside (and watch the nearby propane tank on the perimeter wall if you're **driving** a vehicle in or out of here), but once you're inside the fence, you can use the crates at the fence threshold to climb up and onto the roof of the two southern buildings—a great and stealthy way to insert yourself into this area.

The fencing in the southeast alley (1C) can be driven through (as there's no concrete barrier at the base), and the alley running along the eastern side of the restricted area navigated, through a mesh gate. Note the **RC Jumper** vent to the left of the gate, offering a path into the southwest warehouse interior (ground floor).

2 Woodshed Garage

This is the smallest of the buildings, with access from the metal stairs along the west perimeter (inside the fence), or the south door (southern perimeter). The ground floor offers cover opportunities as you stealth in or out, and the roof offers access in a counter-clockwise direction around to the large southeast garage and office building.

3 Southeast Garage and Office

This L-shaped building takes up most of the southeast footprint of the map. The ground floor consists of a garage (east). To the southeast is a huge stack of pallets and crates, and a ladder up to the roof where multiple foes are likely to be patrolling. Access the roof from here, or the south alley crates. The upper level has a roof to navigate in the south area, and a two-room interior office space, with gantry access to the north garages (east side).

The garage entrance (3A; ground floor east) is the only human-sized entrance in and out of here, but don't overlook the ground vent (south wall), which is accessed in the east or southeast alley; the **RC Jumper** can enter and exit from here, completing objectives remotely.

The upper-floor offices above the garage (3B) feature a tool shop (south) and corridor (east) to a gantry and access to the north garages, as well as an office above the garage. Note the hackable doors, and the two open windows (one on the west, one on the east) for Quadcopter infiltration, or a leaping escape.

4 West Perimeter

The length of the western perimeter is impenetrable barbed-wire fencing, with a section of fence you can blow up or drive through (the fence without the concrete base), and there's a mesh gate you can push open. However, the enemy can easily see you, so ensure you have a plan to take cover if you're heading here on foot.

Push the mesh gate (4A) open, or insert an **RC Jumper** from here, but don't stand around; you're easily spotted.

Unless you want every foe to know where you are (or you're causing a distraction from this direction), this weakened part of the fence (4B) is usually only destroyed if you're **driving** a vehicle out of here, as it's a good place to crash out of the restricted area on this side.

A selection of concrete rebar blocks (4C) is stacked at the northwest end of the fence, and can be accessed from the outside or in—a good way to get yourself or your **RC Jumper** in or out of here.

A metal trailer office and multiple stacks of crates and pallets outside the restricted area in the train yard (4D) make good hiding and viewing spots if you're using drones or sniping.

5 North Perimeter

Arguably the strongest fencing of the four perimeter walls, there are no weakened areas, aside from the gate and the hole.

When extricating a vehicle from the northern warehouse building (either garage), the main gate (5A) is the place to drive the vehicle through. It may be locked, so send up a Quadcopter to trace where the CCT is, if applicable. Note that when escaping from the interior, you can use the pallets and concrete gate pillar (west side of the gate) to climb over, instead of opening the gate (if it's locked and you can't hack it, for example).

There's also a corner area with concrete blocks which is a great way to exit this area (5B).

6 North Garages

This large structure—with two garage doors on its north side, metal steps from the ground on the west side, and multiple doors and ladders around its base—is where many of the objectives lie. Inside on the ground floor is one huge garage and storage area. Upstairs is an almost-as-big open construction office.

Inspect the ground garages (interior) closely (6A): Aside from the garage doors and door on the north side, there are two doors on the south side, as well as a ground vent for your **RC Jumper**. Don't overlook the interior ladder (southwest corner) allowing you to ascend upstairs without having to go outside.

Once you memorize the three entrances (north door, southeast door, and ladder from the ground garages), you can use the construction office (6B) as a defensive area. Note the open window (southwest corner) to fly your Quadcopter in or hack from a distance, or to use as an escape route. Outside along the north of the office are a low roof and ladder access.

7 East Perimeter

Though there's fencing here, most of it is weakened and easily driven through, especially the alley between the north and south warehouses, offering a spectacular vehicular escape! Northeast is access to the ladder and northern garages, and to the south is the alley you can enter from the south, or just barge through with a vehicle and circumvent the hackable gate at the expense of stealth.

Smash the northeast fence (7A) to gain access to the northern garages, or keep it intact and step on the pipes from the interior if you need to escape. Though it takes time to reach this vantage point, the freeway (7B) can be a place you snipe from without worrying about enemy retaliation. Note the parking spaces along the street area under the freeway too—a good place to grab a getaway car.

OPERATION EXAMPLES

Data Storage (Data Breach Operations): The server unit can be found inside the northeast warehouse upper-floor interior. It's well-guarded, but you can complete this objective easily by quickly flying in using your Quadcopter, and then standing on a vehicle roof outside the restricted area at the street to the east (near the freeway) within the download radius.

OAKLAND

Restricted Area 06. Woodland Apartments

This restricted area is composed of two linked O-shaped structures connected by a central bridge, with parking to the north and south, and an alley to the east. The place is compact, initially maze-like, and consists of a ground and upper level (with a roof you can reach if you really want to).

PREVIOUSLY PLAYED

This Tezcas stronghold is fully explored during Main Operation: Eye for an Eye, so be sure to read up on additional strategies that could apply.

2C
6A
2D
2
2B
7A
7
6
7B
2A
1A
1B
1

4A
WOODLAND APARTMENTS (2F INTERIOR)
10
5A
9

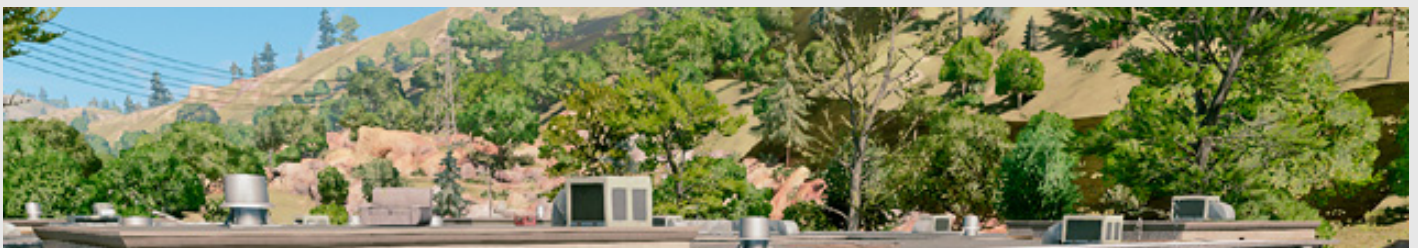
Available Operations

OPERATION TYPE	NO. OF OBJECTIVES	VARIATIONS
Data Breach	1	2
Deliver Vehicle	Not Available	Not Available
Destroy Shipments	2	2
Prisoner Release	1	2
Steal Encrypted Drives	1	2

☰ Structures and Infiltration Points

1 Southside (South Building)

The southern perimeter has gates to open in the southwest area, and a ground vent (1A) for a drone to pass through, once inside. Don’t overlook the shuttered second-floor window (1B). Hop on a van, hack the shutter to open, and infiltrate up to the second-floor alcove (and main balcony walkway) from here.



2 Westside (South Building)

The sides of both buildings closest to the road offer numerous insertion points: In the southwest area are unlocked double doors with a drone-sized hole above (2A). Above the “welcome” graffiti is a window shutter you can hack and vault through (2B). Between both buildings is a mesh fence you can drive through (2C), and an adjacent ground vent you can drive an **RC Jumper** through (2D).

3 Westside (North Building)

An open passage into the apartments is available for you to stroll into (3A), close to an open ground vent (3B), and there are gates to hack (for entering or exiting) in the northwest corner.

4 Northside (North Building)

There's only a single second-floor window shutter to hack and climb through (4A), providing you have the height (drive a tall truck here first) or use the stack of pallets to reach it. It leads to the northern balcony walkway, and is sometimes locked by a CCT.

5 Eastside (North Building)

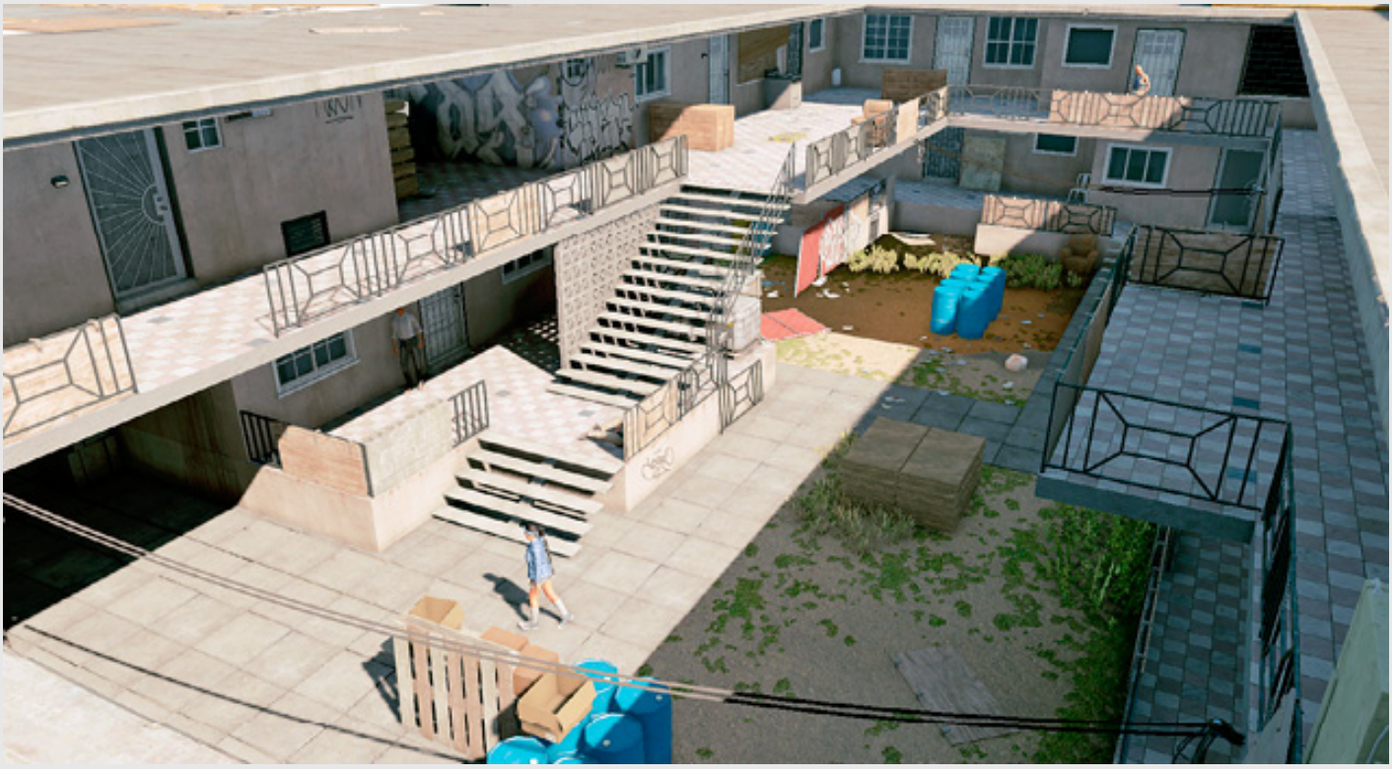
The stack of drywall here has a second-floor vent you can maneuver a drone into, once you unlock it (5A). This is a good spot for **RC Jumper** infiltration as you emerge on the upper balconies, reasonably close to the objective. Just drive a van and park it by the drywall so you can reach the vent.

6 Eastside (South Building)

The main path between the buildings (6A) runs east-to-west here. Otherwise, the building on the alleyway side has no infiltration points.

7 South Building Courtyard

The main interior of the south building has an open apartment (7A) to the west (ground floor) with an **RC Jumper** vent. This is part of a ground-floor **RC Jumper** “roadway” that runs under most of the ground-floor tile walkways, so check for multiple entrances throughout both buildings. The main courtyard has **RC Jumper** entrances (7B), two ground-floor exits to the main alleyway between the buildings (to the north), and stairs as well as a ladder up to an upper-floor balcony, and access to the middle bridge (north wall).



8 Southeast Apartment (South Building)

The upper floor of the southeast apartment has an interior you can use as a hiding spot, or when fighting enemies, as there's a shuttered window you can open and close depending on how much enemy fire you're receiving.

9 Middle Bridge

The connecting upper-floor bridge is a chokepoint where you can trap or fight foes. Don't overlook the open windows—perfect for escaping from, or moving your Quadcopter in and out of.

10 North Building Courtyard

The main interior of the north building is similar in dimensions to the south building, except most of the courtyard is taken up by a large cage inside, which is a grow operation. The cage can be climbed on via a ladder on the west side, and the walkway (ground floor) runs all the way around. An upper balcony allows access to the north alcove and window shutter, as well as the bridge.

OPERATION EXAMPLES

Data Storage (Data Breach Operations): The data you need to download can be sitting on the mesh cage of the grow-op in the north apartments courtyard. It is easily hacked (from the air, using your Quadcopter). Meanwhile, your partner should be using the **RC Jumper** (via the vent in the east wall above the pallets, or via the main ground entrance to the west) to reach the CCT in the north alcove by the shuttered window. Unlock the CCT, unlock the window, then climb up into the north alcove and hide by the metal fence within the download area. Another area is directly below, but the upper north alcove offers a good

escape route and is difficult to overrun.

Shipments (Destroy Shipments Operations): There are always two shipments, and they aren't that close to each other, so have each player tackle one. Here's one example: The shipment in the north building is in the northwest corner of the upper balcony. Scoot in and drop a bomb, or hack the gas pipe right next to it from your Quadcopter. The second shipment is in the eastside connecting area, in the northeast part of the south building, close to the east-west alley. Enter from the southwest, and you can shoot the explosive barrels next to the shipment from a distance. Or simply bomb it. Or drive an **`RC Jumper`** to light the shipment on fire from the eastern alley area.

Prisoner (Prisoner Release Operations): If the prisoner is held in the upper southwest apartment in the south building, this guy is very well-guarded, with a motion detector above the (unlocked) door, and a shutter requiring a CCT (on the wall of the middle bridge) to access. Split up the team so one player uses the **`RC Jumper`** to reach the CCT, while the other enters from the shuttered window on the south perimeter, tases the motion detector (or hacks it), and gets to the prisoner without being seen. Note the shuttered window isn't a mandatory hack. When you free the prisoner, get out before the motion detector reactivates, and leave the way you came.

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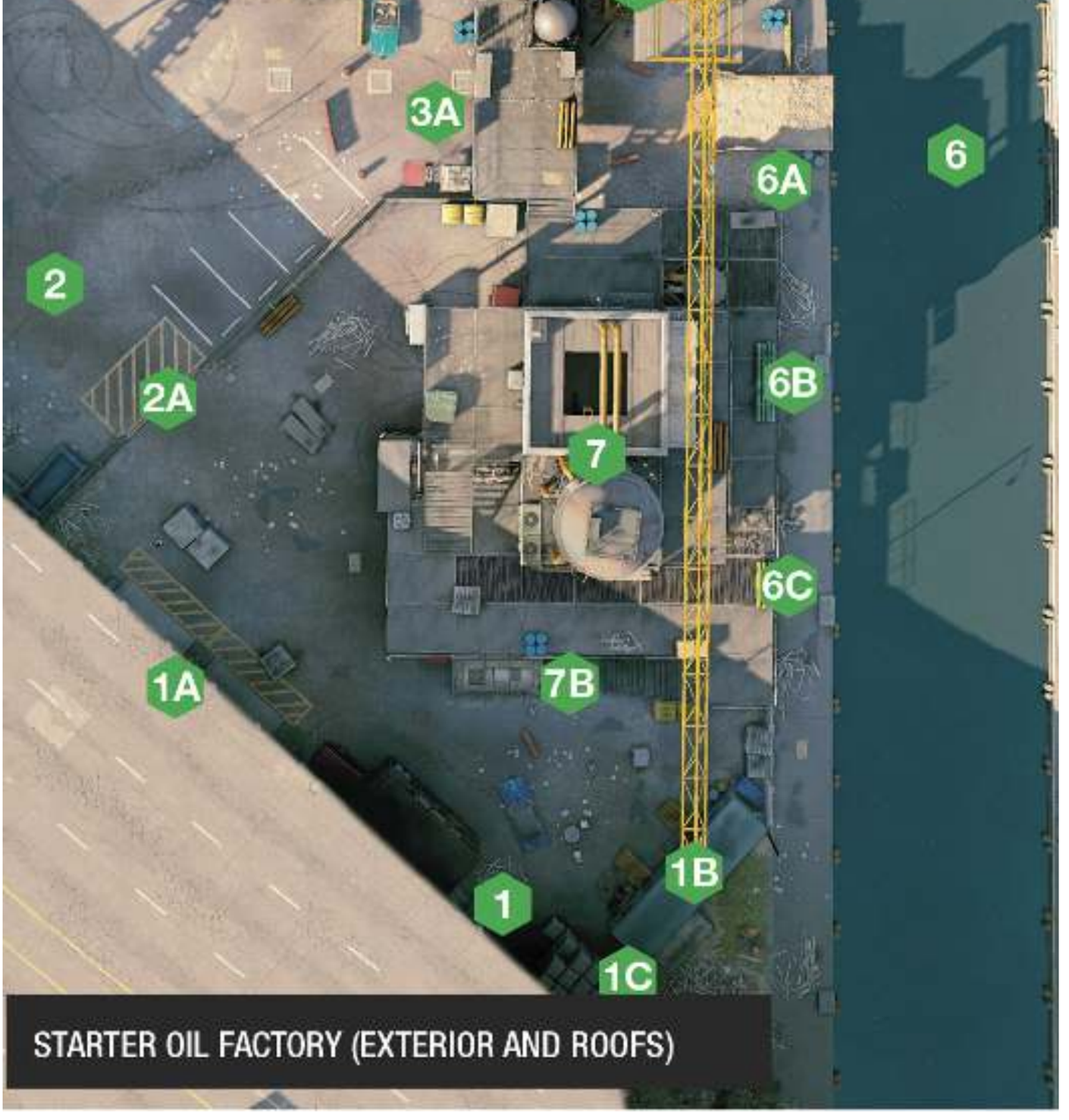
OAKLAND

Restricted Area 07. Starter Oil Factory

Available Operations

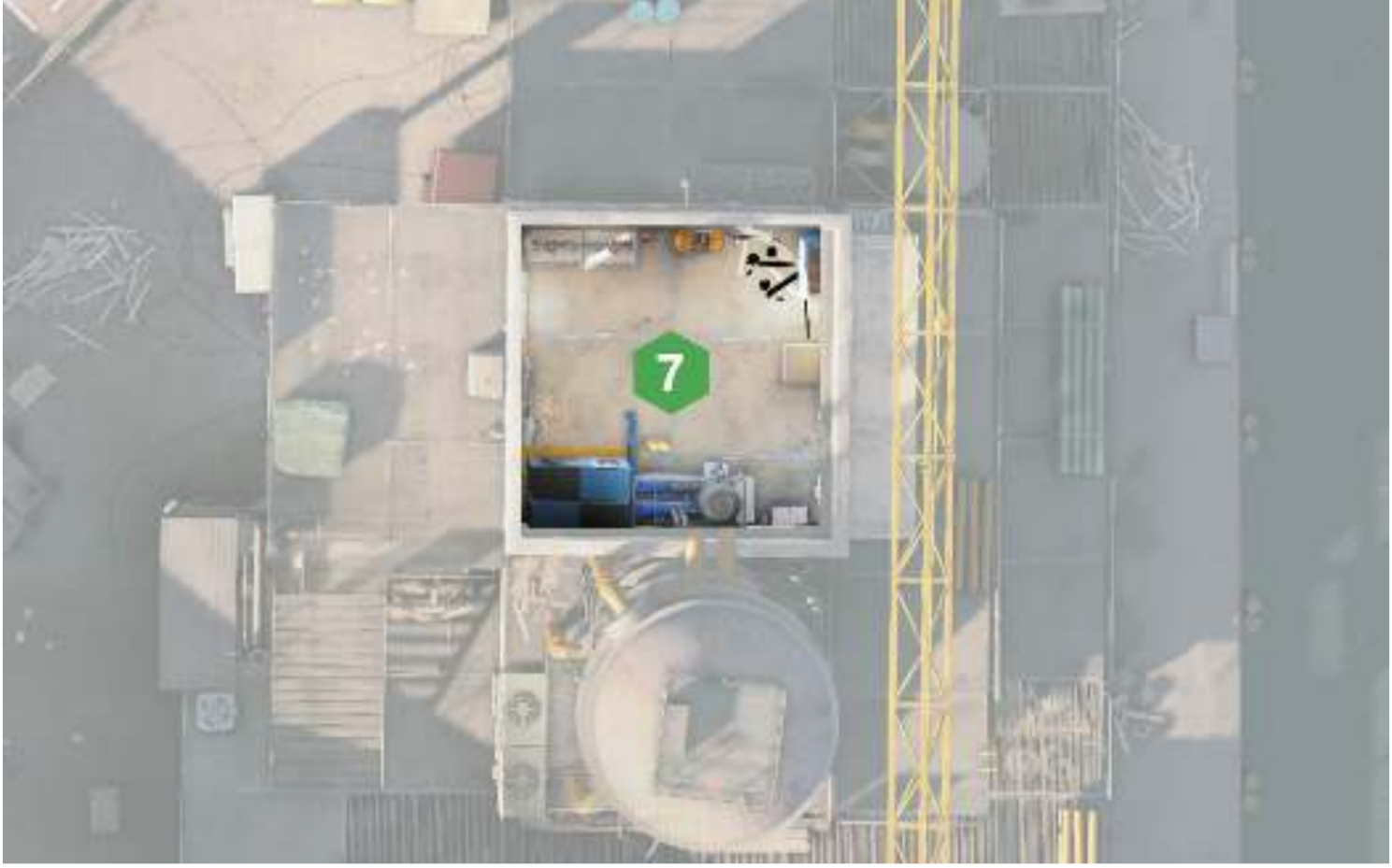
OPERATION TYPE	NO. OF OBJECTIVES	VARIATIONS
Data Breach	1	2
Deliver Vehicle	1	2
Destroy Shipments	3	2
Prisoner Release	1	2
Steal Encrypted Drives	1	2



STARTER OIL FACTORY (EXTERIOR AND ROOFS)

STARTER OIL FACTORY (1F INTERIORS)

STARTER OIL FACTORY (2F INTERIOR)



☰ Structures and Infiltration Points

This area is bisected by the freeway to the south and the canal to the east and north. Be careful when planning to both infiltrate and extract yourself from this peninsula of oil platforms, gantry platforms, and small interior spaces surrounded by scenery. There are few restricted areas where the scenery takes more of a role in a successful operation than this location.

1 South Freeway Overpass

The entire southern perimeter is under the freeway, allowing more cunning players to drive or run up the offramp to the east and take up sniping position overlooking the entire area (1A). The concrete barrier at the edge of the freeway offers good protection too, and you can even leap off the freeway, into the restricted area; you'll be wounded, but still alive. Inside the restricted area along the southern edge are stacked shelves and scenery, and a trailer cabin (1B) offering access to and from the canal when you climb on the roof. There's a hole in the stone wall too (1C)—perfect for inserting an **RC Jumper**.

2 Parking Lot and Perimeter Fence (Southwest)

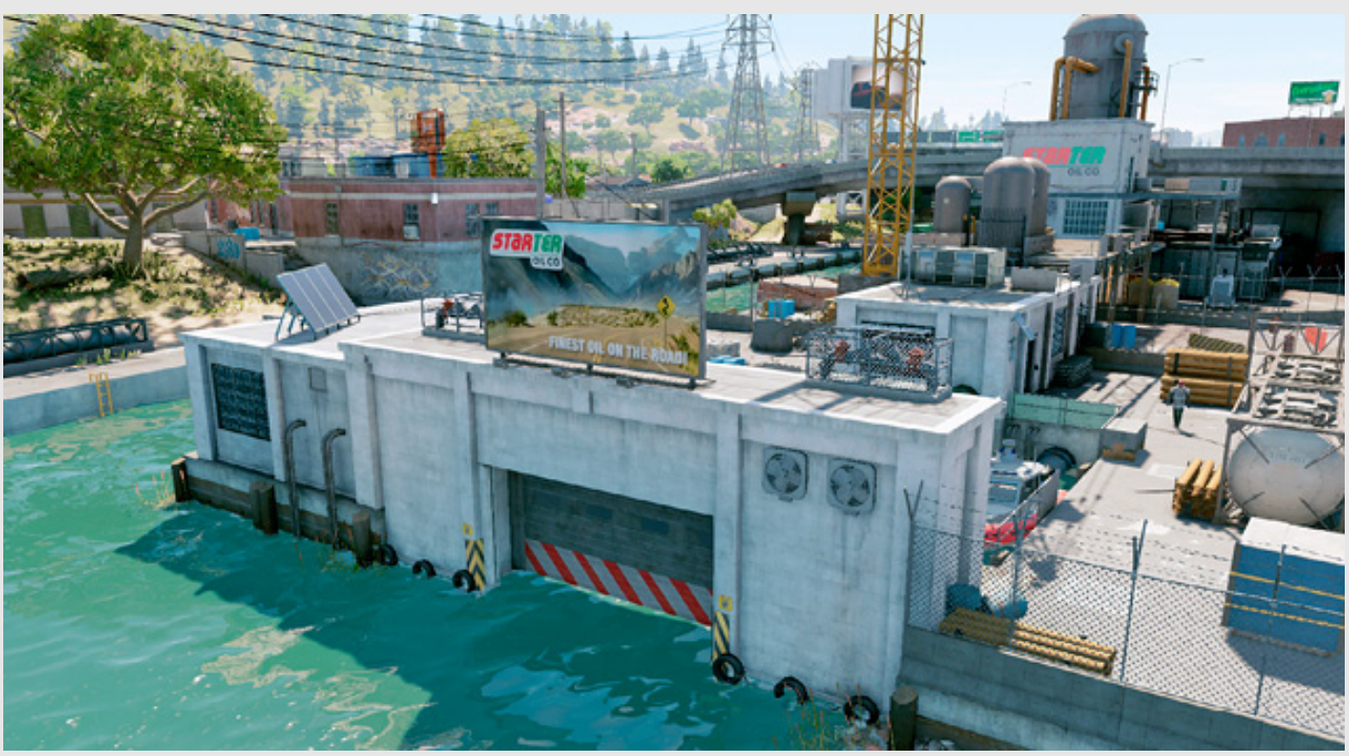
Though the restricted area is quite narrow and follows the fence line to the edge of the canal, foes usually head out into the parking lot during firefights, so watch for them using more than the restricted area to hunt you down. Running northeast from the southwest corner is a sturdy fence with a double gate (2A); this is inaccessible from either side until the gate is opened. Remember you can retreat under the freeway to some containers if the battle isn't going your way, or hide the Quadcopter above the freeway so you're not spotted during recon.

3 Perimeter Fence (Northwest)

Aside from the central east-west alley (3A) that bisects the buildings (which has a gantry platform above, and a Dumpster ramp over the canal to the east), the northwest fence is sturdy, and the barbed wire ensures you can't enter or exit; so don't become trapped trying to vault over the fence from the inside! Also note the container ramp (3B) outside the restricted area to the northwest, offering an escape across the canal, though fleeing in a vehicle and using this is difficult, as you don't usually have enough speed, and the ramp is tight.

4 Canal, Boat Dock, and North Buildings (North)

This area is only accessible by swimming or boat. Hack the garage door to reach a dock (4A) and a ladder up to the northwest concrete pier. Access a dead-end machine room (4B) and the northeast concrete pier area (4C) by climbing on a boat and over some scenery. Note the locked doors into the server room office (4D), which also has an open window (north wall), and metal exterior stairs up to the roof and gantry over the east-west alley.



5 Crane

Close to the server room office is a gigantic crane, and a platform you can maneuver, though this requires patience if you’re trying to move from the platform and into the restricted area (though you can use the platform as a sniping spot after boarding the platform on the east side of the canal). You could control the platform and have a teammate stand on it while you control it so your friend drops down onto the “tower”

building, but it’s usually too slow and dangerous to be effective.

6 Perimeter Fence (East)

The northeast lip of the canal offers little infiltration access. It’s only when you reach the east-west alley and Dumpster ramp that there’s access under the tower building (6A). Farther along the canal side is a ground vent opening (6B), allowing a drone to enter the ground-floor interior of the tower. To the southeast there are gaps in the concrete wall (6C), allowing infiltration to the gantries of the tower. Across the canal (to the east) is a convenience store, with a low roof you could snipe from, though you’re a little too far from the action to help a friend in distress.

7 Petroleum Tower

The main building in the central-south part of this restricted area is a four-floor tower, with multiple ladders and platforms to scale. The ground floor (7A) features a gantry platform you can sneak under, leading to a machine room with a door, open window, ladder, and ground vent on the south wall, and doors on the west and north walls. One floor up are the main gantry platforms. They wrap around the entire building, and are best accessed from the large cylinder container to the south (7B), or the nearby stairs or ladder (south side). The bridge to the north area is here, too.

Above that is a smaller platform accessed via metal stairs (southwest) or a ladder (southeast), leading to a small upper machine room with doors east and west, and a ladder to a small parapet balcony atop that, which is great for defending from.

OPERATION EXAMPLES

Data Storage (Data Breach Operations): The data to download can be on or under one of the gantries of the petroleum tower. You can hide one floor up or down, but not two floors away from the signal. The number of enemies means a second player making a disturbance elsewhere is a good way to get the download working after you hack it using the Quadcopter.

Vehicle (Deliver Vehicle Operations): The vehicle may be parked under the petroleum tower, near the gate locked with a CCT. Have one player infiltrate via the north canal boat garage door, to the metal steps by the crane, to reach the CCT on the gantry bridge. Or better yet, bounce an **RC Jumper** onto the crate stack at the alleyway (south side, near the gantry bridge), over the fence, landing on the porta-potties, then up onto the bridge and CCT. With the gate open, you can drive the vehicle south, under the freeway (open a second set of outer gates), or make a long U-turn and boost over the ramp Dumpster, over the canal to the east.

Shipments (Destroy Shipments Operations): One example of three shipments is having one inside the machine room (northeast), a vehicle under the petroleum tower, and a stack shipment near the southwest gate. Split up the destruction, or do it all with a Quadcopter. Fly into the open door of the northeast machine room, lay a bomb, back out, and detonate. As for the vehicle, you can drop a proximity trap to its hood, then remotely steer it out so it accelerates straight into the third shipment, destroying both at once! Nice!

Prisoner (Prisoner Release Operations): The prisoner may be on the third floor (machine room) in the petroleum tower, and there's a door that needs an access key to unlock. While the first player hacks the guard with the key and distracts any near the second player, the second player assaults the tower, ideally from the southeast concrete wall gaps, to the ladders and into the prisoner room. After freeing the prisoner, escape along the canal heading south; jumping into the canal can cause pursuing foes to easily shoot you. This entire plan can be completed in under 30 seconds.

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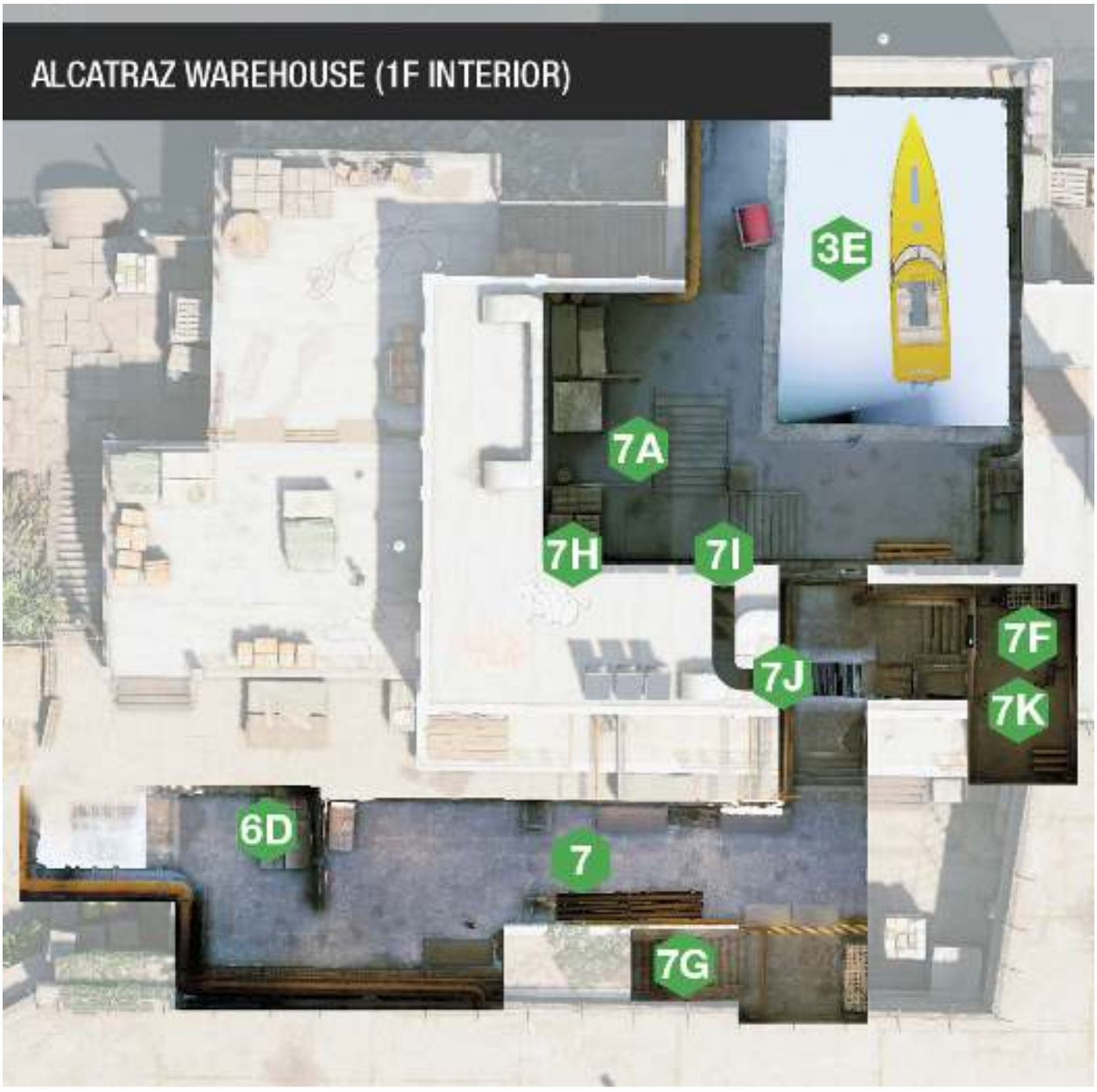
SAN FRANCISCO

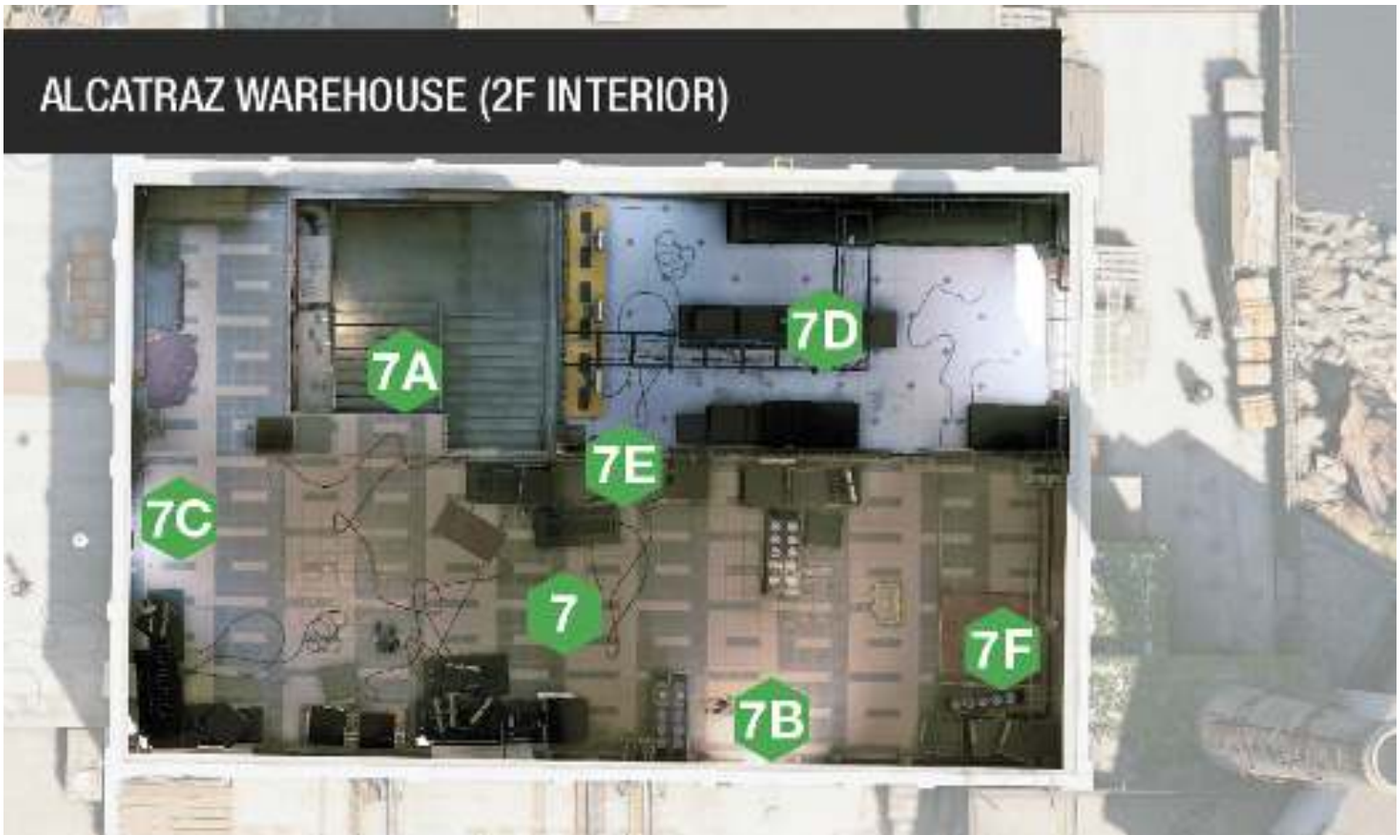
Restricted Area 08. Alcatraz Warehouse

The bulk of the 20 available restricted areas for **Online Operations** are found in **San Francisco**. All 11 of the areas are detailed below, with infiltration and objective maps, along with plans for where to attack from, and general tactics depending on the Online Operation that's in play.

Available Operations

OPERATION TYPE	NO. OF OBJECTIVES	VARIATIONS
Data Breach	1	1
Deliver Vehicle	1	1
Destroy Shipments	3	1
Prisoner Release	1	3
Steal Encrypted Drives	Not Available	Not Available


ALCATRAZ WAREHOUSE (1F INTERIOR)
3E
7A
7H
7I
7F
7J
7K
6D
7
7G


ALCATRAZ WAREHOUSE (2F INTERIOR)
7D
7A
7E
7C
7
7F
7B

☰ Structures and Infiltration Points

Welcome to the rock! This area is more secure than most, and the interior warehouse can be confusing when you're learning the layout. There are few long-range sniping spots, which forces sneaking with Quadcopter shadowing for duos who work well together.

1 South Perimeter

The concrete path to the south offers safety, but little accessibility into the compound, as a large barbed-wire fence prevents you from dropping down. This continues west and south, to a gate in the southwest corner (1A), close to a hole in the concrete barrier you can pass an **RC Jumper** through (1B).

2 West Perimeter

The west courtyard and rocks by the water are completely impenetrable from the west side. Use the gate (southwest corner), or the northern perimeter for infiltration plans.

3 North Perimeter

Despite being on the water, there are numerous methods to insert yourself or a drone along this set of docks and into the main warehouse building. Northwest is the wooden dock (3A) with low scenery to duck behind, and only one or two watching foes. Concrete steps (3B) lead up into the west yard, offering direct paths in and, more importantly, out, to a waiting escape boat. The concrete paving area also has a set of concrete steps (3C), as well as crates you can climb up onto (3D), accessing the concrete deck around the main structure.

A more cunning method utilizes the large sewer pipe (3D) jutting out under the paved area. Wade in here, and move directly into the bowels of the warehouse, close to the boat garage—an excellent method of infiltration, although you need to be aware that the doors are likely to be locked and require a CCT. Watch for enemies spotting you from the ceiling grating in the south walkway.

The boat garage (3E) may be locked, but it offers the best method of fleeing this area, as there's usually a (fast) boat docked here. Otherwise, it's usually the hub of activity with battles and objectives close by, in the interior of the warehouse. Don't overlook the ladder (3F) on the exterior west wall, which allows access up and onto the roof of the garage.

4 East Perimeter

Though you can’t access the concrete deck by the warehouse easily, there’s an open gate in the fencing (4A), just next to the chimney of the white old factory to the east of the restricted area. Take the dirt path near the water to reach it. On the south side of the white factory building is a bridge (4B) under the south perimeter, allowing sneaky access into the south walkway area. There’s a guard, but this is a good way to quickly sneak in. Take care that you aren’t overwhelmed by foes, though.

5 West, North, and East Deck

Surrounding the main warehouse is an exterior deck and gantry allowing access to pretty much every part of the outside warehouse. Assaulting the warehouse is easier if you spot the ladder on the north wall (5A), the open window (5B), and the crates up to the roof near the chimney (5C). Gaining access to the warehouse roof can be critical, as there are far better defensive positions up here, allowing you to rid yourself of foes more safely. The west concrete low roof deck is a hive of activity, and features a (usually locked) door (5D) as well as a ground vent (5E).

6 West Deck and South Walkway

On the south walkway from the bridge (southeast) to the yard (southwest), there are numerous ways in. Aside from the (usually locked) warehouse door (6A), there's a duct close by (6B), allowing your **RC Jumper** into the main interior stairwell. Note the grating under your feet—tag foes through it if you need to. South is a small storage room (6C), sometimes locked, which has stairs down to the warehouse interior. Finally, there's a roof hatch (6D) on the ground, allowing you to drop into (or climb out of) the sewer pipe exit. Use this for a quicker escape.

7 Warehouse Interior

There are two interior floors, which are initially confusing and labyrinthian, but are more compact than you'd think; it pays to explore thoroughly before taking an operation here. The upper floor—accessed via the boat garage (7A), south walkway (7B), or west concrete deck (7C)—features server boxes. In the northeast corner is a server room (7D), which can be accessed via the door, a ground vent in the south interior wall of the server room (7E), or the open window from outside.

There's also an interior roof hatch in the upper floor (7F), close to the door to the server room, allowing you to drop down, or climb up from the lower-level storage room.

The lower level has a corridor running directly below the south walkway (from the sewer pipe), and south concrete stairs (7G) to the storage hut in the south walkway area. The main metal stairwell from the upper level leads to the boat garage, and there's a duct opening (7H) hidden by pipes halfway down the stairs, leading to and from the south walkway. Note the second duct under the base of the stairs (7I), which leads to a second opening (7J) and into the small storage room (7K), which usually has an objective, and is locked. Note the ceiling hatch in the storage room, allowing you to climb out to the upper-floor interior.

OPERATION EXAMPLES

Data Storage (Data Breach Operations): Despite the security during this operation, if the server tower to hack is inside the server room, or in the main upper area close to the main metal stairwell, use the Quadcopter to fly through the open (northeast) window, and optionally through the ground duct, to hack the server. A second player needs to scale the ladders on the north side of the deck to reach the roof, and sit there as the download commences (laying a proximity trap at the top and bottom of the roof ladder). A quick drop down to the docks allows a relatively easy getaway.

Vehicle (Deliver Vehicle Operations): Stealing a vehicle on an island? Tricky, until you realize it's the boat in the boat garage. This is much easier if you use the Quadcopter to open the garage door and remotely steer the speedboat out and around to your position, before fleeing.

Shipments (Destroy Shipments Operations): The three shipments are within the warehouse interior, and both access keys and CCTs need to be hacked to reach them. Or, you can open the boat garage door using a Quadcopter, destroy the shipment in there, and wait for foes to open previously locked doors, then scoot through to the remaining shipments. Or, maneuver the Quadcopter up the metal stairwell, to the roof hatch near the server room, drop down into the tiny storage room, and prep a proximity mine by the second shipment. The door here is usually open (by the enemy), allowing you into the corridor near the sewer pipe where the third shipment can be destroyed. Destroy this second (from behind the wall), so you can detonate the shipment in the storage room last (and leave the Quadcopter in the explosion while you flee).

Prisoner (Prisoner Release Operations): A trapped foe in the tiny storage room underground? This one's tricky! Send in the **RC Jumper** via the duct in the south walkway to reach the CCT in the boat garage. Then head through the west gate to

the roof ladder. Hack the roof hatch, deactivate the motion detector, and drop into the server room. Head out and hack another motion detector above the roof hatch leading down to the storage room. Hack the hatch, drop down and rescue the foe, and escape via the boat garage or back the way you came. If you have the access key (take it from a guard using the Quadcopter), enter via the warehouse door in the south walkway area if you wish.

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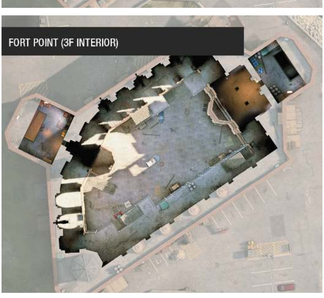
SAN FRANCISCO
Restricted Area 09, Fort Point

PREVIOUSLY PLAYED

This fortification is fully explored during Main Operation: Power to the Sheeple, so be sure to read up on additional strategies that could apply.

Available Operations

OPERATION TYPE	NO. OF OBJECTIVES	VARIATIONS
Data Breach	1	2
Deliver Vehicle	1	1
Destroy Shipments	Not Available	Not Available
Prisoner Release	1	3
Steal Encrypted Drives	1	2



☰ Structures and Infiltration Points

Fort Point looks impenetrable, but it's one of the most porous locations you can infiltrate, assuming you're using the Quadcopter. Note the numerous open windows in the brick façade, including some that lead directly inside the structure. Don't forget you can fly up and over the roof ramparts too! Finally, the building is composed of four floors-the ground, two balcony perimeters, and a roof perimeter, with metal stairs on each side of the interior courtyard.

1 Main Entrance (South)

Tourists might enter from here, but that doesn't mean you have to! Though it's relatively easy to make an infiltration from here, the foes on the upper levels can sometimes be missed. Worried about stealth? Then enter from elsewhere.

2 Scaffold Towers (East)

This is an excellent location to begin your infiltration from. Use either tower on each side of the brickwork. You can reach the roof from either scaffold tower, as well as peer into the brick tower area and access the upper windows using a drone.

3 Garage (North)

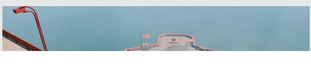
Watch for the noise the garage makes, and the open area once you enter this area from the outside; you're easily spotted if you don't step immediately into cover. It's sometimes better to escape from this location, rather than infiltrate into it.

4 Scaffold and Window Hole (West)

Almost never used, this is accessed via a scissor lift, and provides a hole for your RC Jumper to head through. A better plan would be to place the Jumper on the roof after climbing the east scaffold tower, or use the Quadcopter.

5 Golden Gate Bridge (West)

Although it takes a fast bike, boosting, and precise driving, one of your players can stand atop the Golden Gate Bridge overlooking the fort, and utilize drones or sniping to cover a comrade as they assault the area. Don't fall!



WATCH_DOGS 2

SAN FRANCISCO

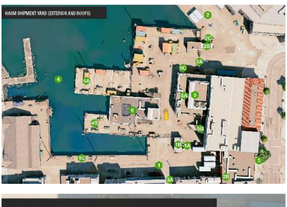
Restricted Area 10, Haum Shipment Yard

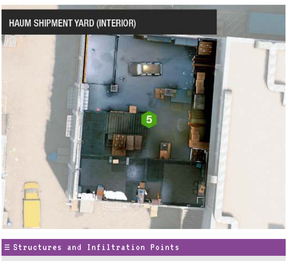
PREVIOUSLY PLAYED

This dockside warehouse is fully explored during Main Operation: HAUM Sweet HAUM, so be sure to read up on additional strategies that could apply.

Available Operations

OPERATION TYPE	NO. OF OBJECTIVES	VARIATIONS
Data Breach	1	2
Deliver Vehicle	1	1
Destroy Shipments	3	2
Prisoner Release	Not Available	Not Available
Steal Encrypted Drives	1	2





Structures and Infiltration Points

This is the HAUM shipping distribution center, along with the nearby docks, and features a large yard and warehouse to infiltrate. Naturally, there are a number of different ways in.

1 South Perimeter

The main infiltration location on this side are the gates situated in the southeast perimeter of the restricted area (1A). There's a cabin and pallets to the right of these gates you can use to climb (1B), and the parked container has pallets to the right of it so you can climb atop the container and drop into the corner of the yard. To the southwest is the pier (1C), which you can drive off to quickly reach the boat garage.

2 North Perimeter

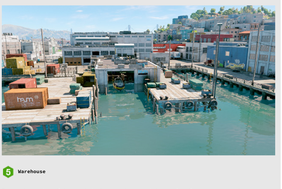
The northeast gate (2A) to the yard is the key to an easy mission completion, as you can quickly unlock the gates (and thus the best escape route out of here), assuming you acquire the access key (if needed). You're also close to the easiest infiltration point into the main warehouse where the guard with the access code is. Don't forget you can climb on the container near the gate (2B) and onto the security hut roof to circumvent the gate opening. The parked scissor lift (2C) is also a great way to get onto the roof deck of the warehouse, to the south (left of the gates).

3 HAWE

Buildings completely block any path into the dockyard from this direction, aside from the alleyway to the southeast area (3A). You could use the scissor lift to drive down the road to the east, raise the lift to reach the store rooftops, and take up a sniping (or drone-wrangling) position above the southeast part of the yard (3B), but that usually takes too long to set up. It's a very safe position, though.

4 West Perimeter (Water)

Ignore the waterfront infiltration points at your peril! Swimming up to either of the two piers on the western perimeter of the yard (4A, 4B) allows you to circumvent many of the guards. The southwest pier has a boat garage attached to it. The northwest pier has a large wooden pier to climb onto (4C); don't forget this pier can be accessed from the gate, but also the two pier ladders at the water's edge (for those who like to get wet while employing stealth tactics).



5 Warehouse

The eastern side of the distribution center consists mainly of a warehouse with garages on the ground floor, open windows, and a roof with guards patrolling. The warehouse roof (5A) makes a good defensive position, and can be accessed (on foot) via the metal steps to the south (5B), or the parked truck and ladder to the north (5C). The open windows (all three warehouse exterior walls) make infiltration by Quadcopter easy, and RC Jumper possible, though the doors and garage are also options.

6 Boat Garage

Between the two piers on the western side of the yard is a boat garage, where you can hide or scale a ladder to the roof that is relatively safe (once the guard is dispatched). If you approach here from the roof, there's a skylight you can hack open, allowing for a quick drop into a getaway boat.

OPERATION EXAMPLES

Data Storage (Data Breach Operations): If the data is on the boat garage roof, it's easy to start the hack via Quadcopter. Hide inside the boat garage during the download (stand on the wooden boxes so you're high enough to gather the data), but watch for flanking foes at the open windows and doors. A better bet is to scale the roof of the garage via the ladder from the dockside, and remain on the roof, hacking the skylight to drop down into an escape boat.

Vehicle (Deliver Vehicle Operations): The vehicle is inside the warehouse; the garage door is likely to be locked by a CCT on the roof of the warehouse (north dead end). Use the RC Jumper to head up the outside metal stairs to the south, onto the roof balcony of the warehouse, and leap onto the upper roof. Then drop down to the CCT and hack it. Infiltrate the garage on foot via the open window or the garage door, and drive the vehicle out and around in a 180-degree right turn, out of the north gates.

Shipments (Destroy Shipments Operations): If you have two shipments (one of which is a vehicle) in the main warehouse, and another in the south cargo area just outside the warehouse, simply fly the Quadcopter into the warehouse via the open window (northeast wall), drop a bomb to take out the shipment and vehicle shipment in one blast, then fly out and drop a second bomb to destroy the third shipment from a height, out of range of the enemy. This can be done from outside the restricted area, making extraction a breeze.

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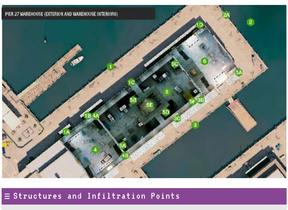
SAN FRANCISCO

Restricted Area 11, Pier 27 Warehouse

Available Operations

OPERATION TYPE	NO. OF OBJECTIVES	VARIATIONS
Data Breach	1	1
Deliver Vehicle	1	1
Destroy Shipments	3 or 4	2
Prisoner Release	1	1
Steal Encrypted Drives	1	1



Structures and Infiltration Points

This long warehouse structure is segmented into three smaller interior sections, and as long as you know which section you're in, it becomes easier to navigate the maze of balconies and cargo crates.

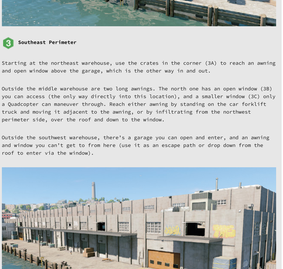
1 Northwest Perimeter

Moving southwest to northeast along the concrete pier, the garage and awning include crates that grant access up to an open window (1A) outside the southwest warehouse—one of the best (and only) places you can drop an RC Jumper, allowing it to quickly find CCTs or reach other interior areas. Farther along are another awning and open window (1B). Both are useful escape locations.

Outside the main warehouse, there are no infiltration points aside from one small window that's open (1C), and allows a Quadcopter to scout the interior of the main warehouse for foes to tag, and access keys to hack.

Outside the northeast warehouse on this side of the pier are a very long awning, crates at the northwest corner to climb (1D), and two open windows. Both are good spots to release the RC Jumper, or leap into (or out of) the warehouse itself.

Remember that any of the open windows above the awnings that you can reach, either on this side or the southeast perimeter, allow you to reach the rooftop itself (by climbing atop the window). The roof can be scaled across at the AC ductwork protrusions. The roof makes an extremely safe place for using drones, hiding from foes, or sniping.



2 Northeast Perimeter

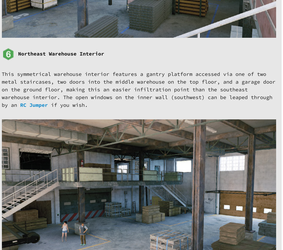
This is completely devoid of infiltration points. The only access to the pier, aside from the concrete area surrounding the warehouse building, is via a ladder into the water (2A), so feel free to infiltrate by sea, or escape by boat.

3 Southeast Perimeter

Starting at the northeast warehouse, use the crates in the corner (3A) to reach an awning and open window above the garage, which is the other way in and out.

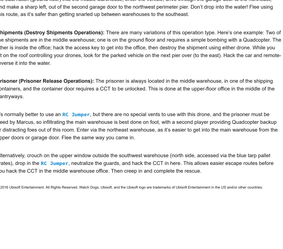
Outside the middle warehouse are two long awnings. The north one has an open window (3B) you can access (the only way directly into this location), and a smaller window (3C) only a Quadcopter can maneuver through. Reach either awning by standing on the car forklift truck and moving it adjacent to the awning, or by infiltrating from the northwest perimeter side, over the roof and down to the window.

Outside the southwest warehouse, there's a garage you can open and enter, and an awning and window you can't get to from here (use it as an escape path or drop down from the roof to enter via the window).



4 Southwest Warehouse Interior

This small warehouse is closest to the main road. It's roughly symmetrical, with gantry stairs at each corner, upper gantry doors into the main warehouse—one on each side (4A, 4B)—and open windows on both exterior walls to escape from. There are open windows on the northeast wall, into the main warehouse interior too; fly your Quadcopter in, or jump and boost the RC Jumper through the window. Don't overlook the open wall hatch under the east gantry steps and door; this allows free movement into the middle warehouse, which is useful if you don't want to bypass the gantry doors.



5 Middle (Main) Warehouse Interior

This large middle warehouse is also symmetrical in its layout of gantryways, metal stairs (5A, 5B, 5C, 5D), and a central "stilt" office (5E) where a CCT usually is. Watch for motion detectors depending on the operation. Use the vault transformers on the ground level, and hide behind the numerous crates, looking for ones you can climb onto to reach the gantry at various positions throughout the warehouse. Note the only fully open window -top floor, east side near the door to the northeast warehouse (5F)—the only escape to the outside from this chamber.

6 Northeast Warehouse Interior

This symmetrical warehouse interior features a gantry platform accessed via one of two metal staircases, two doors into the middle warehouse on the top floor, and a garage door on the ground floor, making this an easier infiltration point than the southeast warehouse interior. The open windows on the inner wall (southwest) can be leaped through by an RC Jumper if you wish.

OPERATION EXAMPLES

Data Storage (Data Breach Operations): The data is hackable on the ground in the middle warehouse, so send in a drone after scaling to the awning on the southeast perimeter, near the only open window into the middle warehouse. Hack the access key, then the data, and physically head through the open window into the central office, and trap both doors with electro-shock grenades. Wait until the download ends, and leave the way you came.

Vehicle (Deliver Vehicle Operations): The vehicle is parked in the middle warehouse, so check the precise location with the Quadcopter, then enter the southwest warehouse via the roof awning window, and tackle the single foe inside. Creep through the east hatch (ground floor) into the middle warehouse, enter the vehicle, drive through the garage door to the northeast, and make a sharp left, out of the second garage door to the northwest perimeter pier. Don't drop into the water! Else using this route, as it's safer than getting snarled up between warehouses to the southeast.

Shipments (Destroy Shipments Operations): There are many variations of this operation type. Here's one example: Two of the shipments are in the middle warehouse; one is on the ground floor and requires a simple bombing with a Quadcopter. The other is inside the office; hack the access key to get into the office, then destroy the shipment using either drone. While you sit on the roof controlling your drones, look for the parked vehicle on the next pier over (to the east). Hack the car and remote-reverse it into the water.

Prisoner (Prisoner Release Operations): The prisoner is always located in the middle warehouse, in one of the shipping containers, and the container door requires a CCT to be unlocked. This is done at the upper-floor office in the middle of the gantryways.

It's normally better to use an RC Jumper, but there are no special vents to use with this drone, and the prisoner must be freed by Marcus, so infiltrating the main warehouse is best done on foot, with a second player providing Quadcopter backup or distracting foes out of this room. Enter via the northwest warehouse, as it's easier to get into the main warehouse from the upper doors or garage door. Free the same way you came in.

Alternatively, crouch on the upper window outside the southwest warehouse (north side, accessed via the blue tarp pallet crates), drop in the RC Jumper, neutralize the guards, and hack the CCT in here. This allows easier escape routes before you hack the CCT in the middle warehouse office. Then creep in and complete the rescue.

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SAN FRANCISCO

Restricted Area 12. Auntie Shu's Imports & Exports

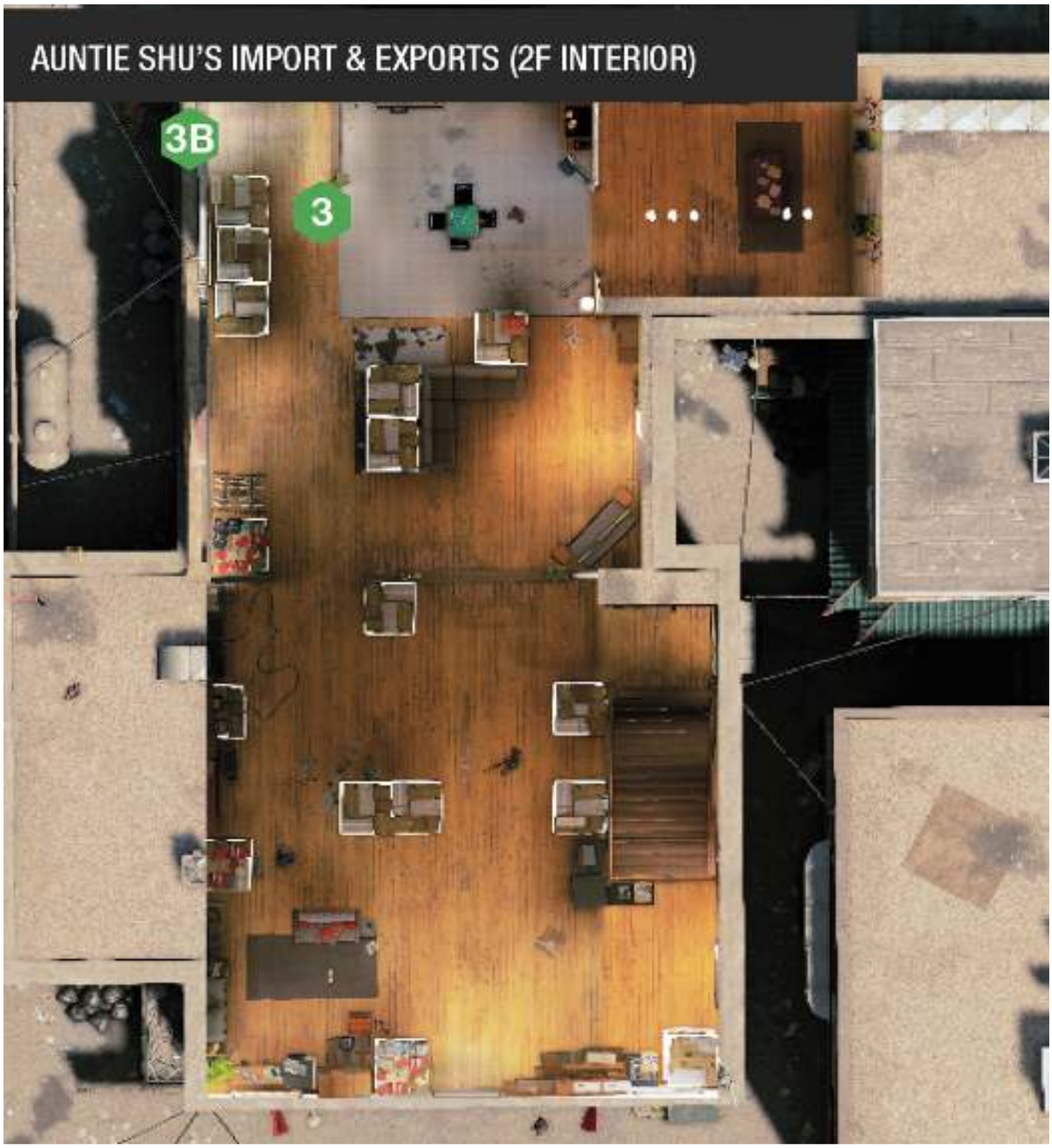
PREVIOUSLY PLAYED

This import/export business and Chinatown city block are fully explored during Main Operation: Shanghaied, so be sure to read up on additional strategies that could apply.

Available Operations

OPERATION TYPE	NO. OF OBJECTIVES	VARIATIONS
Data Breach	Not Available	Not Available
Deliver Vehicle	1	1
Destroy Shipments	3	2
Prisoner Release	1	2
Steal Encrypted Drives	1	2

AUNTIE SHU'S IMPORT & EXPORTS (1F INTERIOR)



☰ Structures and Infiltration Points

The narrow alleys and buildings surrounding the main garage make this more cramped than most restricted areas. Make the most of the buildings surrounding the main office, as well as the office roof itself.

1 Southeast Pagoda Alley

Offering a good route to the main yard area in front of the garage, this is the usual place to begin infiltration. Park a vehicle near the pagoda roof (1A), and climb onto the lower roof, up the ladder, and across the rooftops, which is excellent if aggressive planning is part of your method.

2 Eastern Lantern Alley

Concrete steps near an ornate street lamp offer a hidden method of slipping into the narrow alley to the side of the garage. Note the vent behind the mesh fence (2A). However, it’s difficult to aim at the foes once you head toward the garage, and there’s no way to reach the roof.

3 Northeast Import Office

An Auntie Shu gang’s office is accessible from this location, but usually only after an access key or CCT is interacted with. However, if you create a disturbance, gang members sometimes unlock this door, allowing access. Note the ladder behind the concrete wall (3A); great for easily reaching the roof and neutralizing the foe up there. Next to the locked door (3B) is alley access (3C), making this a great spot to enter from. Also, this is a good escape route.

4 Western Salmon House

The salmon-colored Victorian home adjacent to the restricted area has two possible infiltration points—a yard (4A) and alleys—(4B) one with trash bags, the other a narrow alley near the ornate building with the foo dog statues. Note that the trellis attached to the salmon house can be climbed on (4C); then a ladder to the roof of the salmon house is accessible. This roof offers great views over the restricted area, and is an excellent sniping spot. You can also jump across to all the other rooftops surrounding the yard to get a better position. The narrow alley offers good views of the garage yard, but not much room to maneuver, and you can be easily trapped here if reinforcements arrive.

5 Roof Access

There are two ladders (5A, 5B) and sometimes a scissor lift within the yard, and all offer access to and from the roof. Use them if the infiltration is becoming untenable, or you want the height to start aggressive sniping. You can actually reach the ladders and climb to the roof without alerting the guards if you're fast enough. The scissor lift can be moved too, though you're very exposed and easily shot at while you move the lift up and down. Instead, use the lift to cause a distraction.

6 Auntie Shu Garage

Aside from the locked door, the only way to reach the interior office is through the garage, either via the main vehicle door (6A) or the unlocked door to the left of it (6B). You can also use the **RC Jumper** to maneuver in via a duct to the northeast (6C). A hackable door (southeast corner of the garage) leads to stairs up to the office, which has three rooms and usually a cluster of foes.

OPERATION EXAMPLES

Vehicle (Deliver Vehicle Operations): The vehicle is always parked inside the locked garage, so you need to open the main garage door. This is achieved by physically climbing onto the roof above the garage (the ladder near the office to the northeast is the best route), neutralizing the guard up there, and interacting with the CCT. Your co-op partner can then open the door, remotely drive the vehicle out, swing it 180 degrees to the right (so it faces north), and remotely drive it out. Or infiltrate the garage physically to steal the vehicle while the first player provides Quadcopter support.

Shipments (Destroy Shipments Operations): If there are two pallets and one vehicle, tackle the pallet in the L-shaped alley near the ground vent first, dropping an electro-shock bomb from the Quadcopter so your infiltration remains as silent as possible for as long as possible. Enter the ground vent into the garage, and fly the Quadcopter through the vent to the interior stairwell, circumventing the locked interior garage door. Distract the guards in the office so you can destroy the second shipment. Then bomb the outside vehicle from a distance, or use it as an escape vehicle.

Prisoner (Prisoner Release Operations): The prisoner can be located inside the interior office, requiring either an access key or a CCT to unlock. Use the Quadcopter to scan for the CCT, which is usually on the roof deck directly above, then climb onto the roof above the garage (the ladder near the office to the northeast is the best route), neutralize the guard up there, and interact with the CCT. Your partner should have gathered the access key to ensure no exit doors are barring your path to freedom. Access the office by the northeast corner door, free the prisoner, and leave the way you came, depending on hostiles in the area.

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SAN FRANCISCO

Restricted Area 13. Bridge Maintenance Yard

Available Operations

OPERATION TYPE	NO. OF OBJECTIVES	VARIATIONS
Data Breach	1	1
Deliver Vehicle	1	1
Destroy Shipments	2	2
Prisoner Release	1	2
Steal Encrypted Drives	1	1

☰ Structures and Infiltration Points

This is a relatively compact yard, but the main area is open and difficult to maneuver across without being spotted. Fortunately, there are significant height advantages you can gain by using the freeway bridge above, and even the nearby crane, during infiltrations here.

1 Southwest Perimeter

The black iron fencing does its job to keep you out, unless you bring a high-container truck (or the scissor lift parked across the street) to jump over the top of this fence (but this isn't necessary due to enemies spotting you easily). A subtler approach is to find a way to open the main gates (1A, if they're locked), or use the hole in the fence to drop an **RC Jumper** through (1B). Or just infiltrate via the alley to the west. Trying to escape from inside the perimeter? Climb onto the small huts (1C) in the south part of the perimeter, as they allow you to cross the fence and down to the street.

Don't overlook the metal balcony across the street (to the southwest). Use the exterior metal stairs attached to the massive bridge footing (1D) to reach this sniping spot. Better yet, use the ladders (1E) to climb to the bridge freeway itself, cross and stand on the lip of the freeway bridge, and look down from high above to snipe or use your Quadcopter in relative safety.

2 Northwest Alley Perimeter

If a more clandestine approach is called for, there are some excellent choices while moving along the alley on the northwest side of the restricted area. Climb the crates near the low brick building (2A) by the forklifts and cross into the restricted area, or onto the roof of the building itself. Use the stack of pallets to climb up and over the metal railings just north of the brick building (2B), or drop in the **RC Jumper** at the gap in the railings fence (2C). Both infiltration points are good escape points, too.

You can also access the Dumpster in the western end of the alley (2D), which allows you up onto the rooftops of the low buildings northwest of the perimeter area itself. Use these to hide and employ drones, or to snipe from. You can move northeast along these rooftops before dropping down into the unloading yard in the north part of the restricted area, too. Need to escape? Find the stack of pallets at the northern tip of the restricted area, so you can climb onto the roof of this building and flee north or northwestward.

3 Northeast Perimeter

This perimeter is much more porous than the southwest perimeter. There's an **RC Jumper**-sized hole in the railing fence in the north area (3A). A few steps along is a concrete bridge support with railings on either side; climb and slip through here (3B). The gate (3C) is an obvious option, and one to keep open especially if you're escaping in a vehicle. There's another bridge support pillar at the corner of the railings (3D) you can infiltrate from, as well as the stack of wood near the rain barrel (3E). Then there's the graffiti container (3F); climb onto the pallets, then onto the container, and you're on the main garage roof, which offers great views and good hiding (and camping) potential. All points can be used to escape from, too, as appropriate.

4 Southeast Perimeter

There are few infiltration points on this side of the restricted area; the security door (4A) is almost always locked, requiring a key or CCT access. There's an **RC Jumper**-sized hole in the railing (4B), but otherwise, seek different infiltration plans (though you can use the scissor lift or a high-roofed vehicle to hop over the railings fence with fewer chances of discovery, thanks to the containers you can hide behind when you enter). Note the small huts in the south part of the perimeter (4C)—useful for climbing on to escape (but not infiltrate).

5 Small Garage and Main Yard

The garage usually has a CCT or access key inside or nearby, making it a place you need to reach. Note the ladder (5A) to the roof, providing reasonable cover. The yard is wide open, so make the most of the hiding opportunities behind the scenery, or inside the large open metal containers. Freak the enemy out by moving the forklift in this area, too.

6 Large Garages and Rooftops (East)

There are three structures of interest on the eastern side of this restricted area: The double garage (6A) can be entered, and usually has an objective or important unlocked device to reach. The inside of the garage has an opening from the alley (6B) between this building and the crane warehouse (southeast); use it if you don't want to enter via the two garage doors (6C). The alley also has a ladder to the roof, though the main way up is to ascend the metal stairs on the northwest side of the structure (6D), or climb the graffiti container from the northeast perimeter. Note that you can even drop off the freeway bridge above the garage and land on the roof, though you'll be badly damaged.

The crane warehouse can't be entered, and is a good thoroughfare and hiding spot between the rooftops. Cross via the planks or the gap over the southeast alley. The crane itself (6E) has a platform you can raise or lower, but the lack of speed and the fact that you're an easy target before you're raised out of range of enemy fire make standing on the platform a problem. Theoretically, you can move the crane platform out of the restricted area, stand on the platform, and maneuver yourself or your partner over the restricted area to provide fire support, or to allow them to drop down to an objective, but this usually takes too long.

The roof of the southeast brick warehouse (6F) can be accessed from the crane warehouse or the warehouse stacks to the southwest. Note the two mustard-colored containers with security doors (6G, 6H); there's usually something (or someone) important in at least one of them.

OPERATION EXAMPLES

Data Storage (Data Breach Operations): The data to download is inside the open container in the middle of the yard, so some cunning hiding positions to gather the data from are on the roof or inside the small garage, inside one of the security

door containers, or the roof or edge of the southeast containers.

Vehicle (Deliver Vehicle Operations): The vehicle is always in the main double garage, which is locked by a CCT on the roof of the garage. Choose a favored infiltration point, reach the roof physically, drop down to the southeast alley, then into the garage, removing all guard threats and deactivating any motion detectors. Then get into the van while your partner opens the gate on the southwest perimeter; it's farther away than the northeast gate, but it's an easier straight shot. Then flee. Alternatively, you could employ a Quadcopter to remotely drive the vehicle out, but it's likely to be damaged by the time you reach it.

Shipments (Destroy Shipments Operations): There are always only two shipments, but both are tricky to destroy. If one is in one of the security door containers, the door is usually unlocked via a CCT inside the small garage. Each player should be responsible for one shipment. Insert the **`RC Jumper`** after gathering the access key using the Quadcopter. Head the **`RC Jumper`** into the garage and to the CCT, then distract the guards, open the container, and burn the shipment.

Meanwhile, the other player can either scale the roof to the CCT and drop in an **`RC Jumper`** or Quadcopter to fly through the open garage, or nimbly fly the Quadcopter through the gap in the wall by the alley, directly into the garage to destroy the vehicle shipment.

Prisoner (Prisoner Release Operations): If the prisoner is in one of the mustard-colored containers with a locked door, use the Quadcopter to scope out where the CCT is, as well as quickly hacking any access keys. Then move to the infiltration point closest to the CCT, use the **`RC Jumper`** to reach the CCT, then free the prisoner once the door is opened remotely. Clandestine inflitrations are quicker and easier; you only need to sprint and cause a disturbance as you escape.

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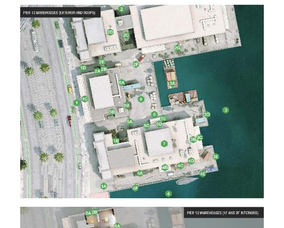
WATCH_DOGS 2

SAN FRANCISCO

Restricted Area 14, Pier 13 Warehouses

Available Operations

OPERATION TYPE	NO. OF OBJECTIVES	VARIATIONS
Data Breach	1	2
Deliver Vehicle	1	1
Destroy Shipments	3	2
Prisoner Release	1	2
Steal Encrypted Drives	1	2



Structures and Infiltration Points

Though this large concrete pier area comprises an unloading building and a warehouse to the south, it's important to know the layout of the warehouse roof to the north, which is outside the restricted area. Only then can you provide long-range sniper fire to a friend, as well as learning the infiltration points of the restricted area itself.

1 West Perimeter

The ornate concrete facades of the two warehouses, with a coffee shop (inaccessible) between them, offer the main infiltration points from the main road. There are road spikes and the riverside ledge to the south (1A), a southwest alley entrance (1B) featuring metal stairs up to the roof of the south warehouse, and the coffee shop awning (1C), which requires a nearby scissor lift to reach and flows across onto the unloading building's roof. The northwest alley (1D) allows quick access along the northern perimeter of the restricted area, and a door into the unloading building.

2 North Perimeter

There are numerous access points along this pierside structure of (inaccessible) shops. From west to east, check the office structure for a door inside (2A), as well as a drone-sized ground vent (2B). Close by is a scissor lift for a slow route to a rooftop or over the yard fence. Along the pier is a north alley (2C) with metal stairs. This leads to the north pier rooftops (2D) out of the restricted area, but great for launching drones or swiping from. The alley itself is great for moving to from, during initial infiltrations, if you start north of the objective. Note the duct gantry (2E) in the northwest corner, allowing direct access to the unloading building's roof.

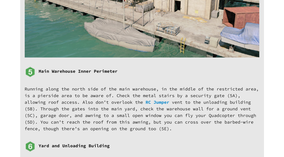
The pier yard has a barbed-wire fence, meaning the only infiltration point to the south is the gate (2F). The rest of the north pier features large potted trees and access to and from the water (2G).

3 East Perimeter

The northeast perimeter is made up of the pier water and two parked barges you can clamber across, using the containers and scenery as cover (3A) while moving between the north and south pier structures. The southeast perimeter features a double-door boat garage (3B), and an awning you can cross via a container climb (3C) from north to south, and back again. Note a possible getaway boat parked to this vicinity, as well as two ladders either side of the garage doors on the pier (2B, 3E), if you're approaching from the water.

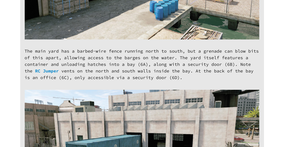
4 South Perimeter

The southern pier side offers good infiltration points into the main interior warehouse, and usually a cluster of guards as you go. From the road spikes at the street entrance, metal steps (4A) lead to an electrical box, which you can climb on to reach the roof. It's also useful to reach the open window (4B) above the main garage entrance, allowing a different method of entering the warehouse-helpful if the garage doors are locked. The southeast area of this perimeter has some debris and wood to climb up (4C) so you can reach the open window above the garage door awning-another way into and out of the warehouse, and onto the roof. Finally, there's a security door (4D) enabling access in and out of the warehouse boat garage. Needing to escape? Dive to the end of the waterside fence (4E), or the ladder and gap to the fence (4F).



5 Main Warehouse Inner Perimeter

Running along the north side of the main warehouse, to the middle of the restricted area, is a pierside area to be aware of. Check the metal stairs by a security gate (5A), allowing roof access. Also don't overlook the RC Jumper vent to the unloading building (5B). Through the gates into the main yard, check the warehouse wall for a ground vent (5C), garage door, and awning to a small open window you can fly your Quadcopter through (5D). You can't reach the roof from this awning, but you can cross over the barbed-wire fence, though there's an opening on the ground too (5E).



6 Yard and Unloading Building

The main yard has a barbed-wire fence running north to south, but a grenade can blow bits of this apart, allowing access to the garages on the water. The yard itself features a container and unloading hatches into a bay (6A), along with a security door (6B). Note the RC Jumper vents on the north and south walls inside the bay. At the back of the bay is an office (6C), only accessible via a security door (6D).

7 Main Warehouse Interior

The main interior of the warehouse features an L-shaped gantry platform (7A) accessible via stairs or climbing crates. This is usually used to reach the open window during escapes. The boat garage may contain an escape vessel or one you need to deliver. Note the two garage doors opposite each other, as well the ground vents and the small Quadcopter open window. On the west wall is a security door leading to a small storage room (7B).

OPERATION EXAMPLES

Data Storage (Data Breach Operations): If the data is located in the main yard, you can use the interior of the unloading building, inside the unloading container, or the barge containers to hide behind. The unloading building's roof is too far away, unfortunately. One other cunning place to hide? Under the objective, in the water below the yard itself, though you need help as you're swimming and pretty defenseless. However, foes can only attack from the barge.

If the data is located inside the main warehouse (south), use the metal steps on the south pier to reach the roof, then crouch by the open window on the awning above the garage, and send in the Quadcopter to hack the data. You don't have to be inside the warehouse to download the data, remain on the awning, the top of the stairs, or on the awning above the north garage doors.

Vehicle (Deliver Vehicle Operations): Is the vehicle in the boat garage? Then send the RC Jumper into the main warehouse to unlock the CCT on the northeast corner of the warehouse, by both garage doors. Remotely drive the boat out, or head in from your preferred infiltration point and maneuver the boat to the drop-off point.

Shipments (Destroy Shipments Operations): There's usually a shipment in the warehouse, one in the unloading building, and a vehicle in the yard. A Quadcopter, flown through the open upper windows with bombs to destroy the shipments, makes short work of the warehouse objective. The unloading building shipment is easily detonated by flying in and out of the open hatch doors. Finally, destroy the vehicle with a bomb, or remotely drive it through the fence into the water.

Prisoner (Prisoner Release Operations): If the prisoner is in the office inside the unloading building, send up a Quadcopter to hack the access key, then approach from the northwest, climbing the metal stairs outside the restricted area, and across to the CCT on the unloading building's roof. This unlocks the door below. Drop down and enter the building, removing threats and unlocking the office door (using the access key) to reach the prisoner.

If the prisoner is in the storage room at the back of the south warehouse, access the metal stairs on the south pier side, drop down to the open window above the south garage door, and enter the warehouse via the window, close to the CCT on the gantry. This unlocks the storage door. Then drop down, neutralize foes, and rescue the prisoner. Leave via the boat garage or the way you came.

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SAN FRANCISCO

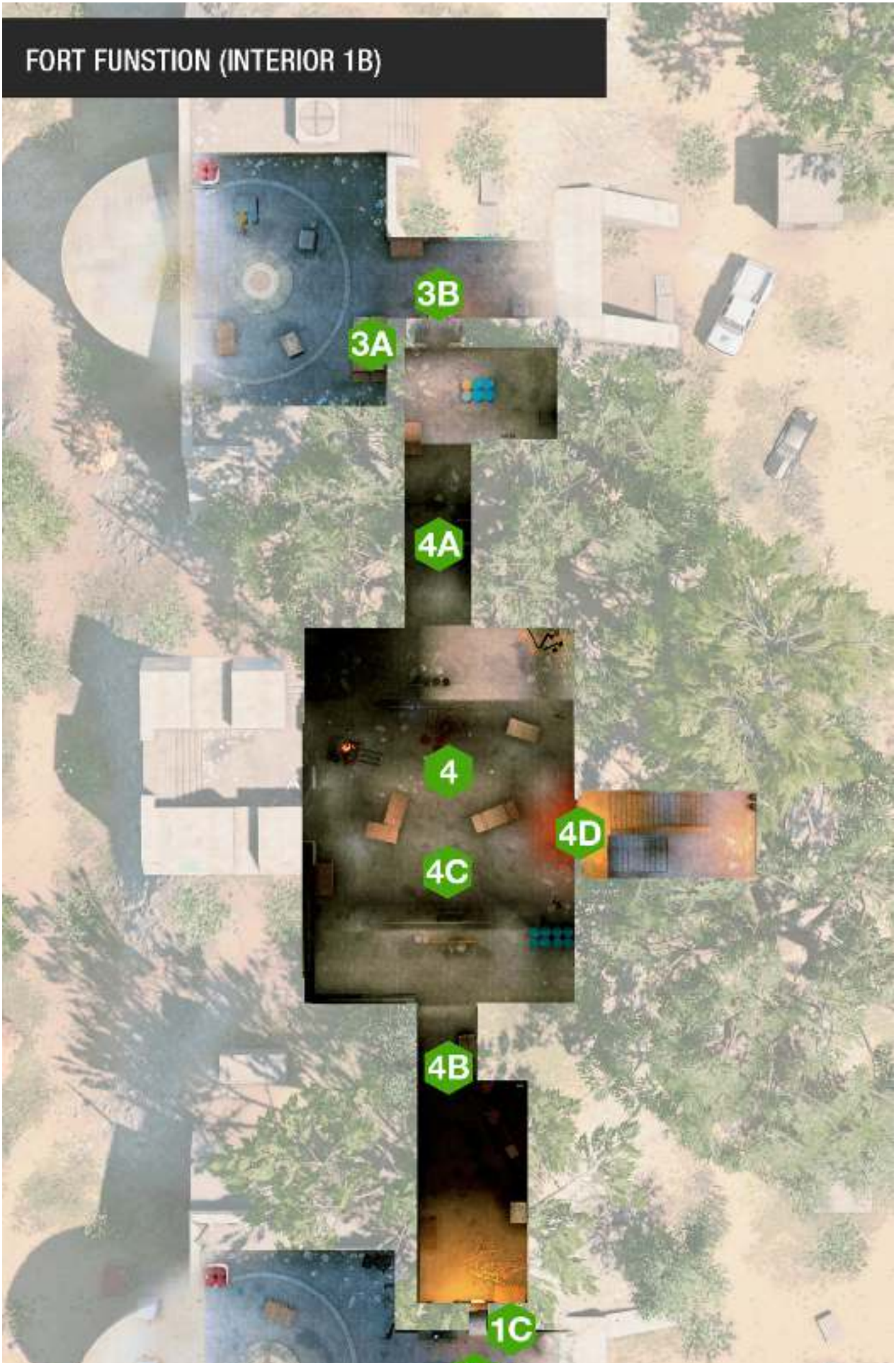
Restricted Area 15. Fort Funston

Available Operations

OPERATION TYPE	NO. OF OBJECTIVES	VARIATIONS
Data Breach	1	1
Deliver Vehicle	Not Available	Not Available
Destroy Shipments	3	2
Prisoner Release	1	2
Steal Encrypted Drives	1	2

2A
2
1
1A

FORT FUNSTION (INTERIOR 1B)



☰ Structures and Infiltration Points

This is a rather unique restricted area mainly within the remnants of an old concrete fortification by the ocean. It's important to learn the methods of infiltration that aren't readily noticeable, as well as the best plans to get in and out of here.

1 South Bunker and Parapet

Beginning at the exterior parapet, always check here for enemies or objective-related interactions before continuing below. The parapet offers views north to the rest of the restricted area, as well as a ladder down (1A) to the curved bunker overhang and east-west tunnel. The south entrance is on the north wall of this tunnel (1B), with an adjacent **RC Jumper** vent (1C).

2 Central Parapet

Between the two bunker entrances is a small central parapet of squared-off concrete wall sections, low enough to fire over while still offering cover. Expect foes here. Of particular interest is the window slit (2A) on the ocean (west) side. Drop either drone down here, and you can infiltrate right into the lowest subterranean storage rooms.

3 North Bunker and Parapets

Not quite a mirror image of the south bunker, the northern area features a parapet with views south and enemies to remove (usually), as well as a ladder down (3A) to the curved bunker overhang and east-west tunnel. The north entrance is on the south wall of this tunnel (3B), but unlike the opposite entrance, there is no **RC Jumper** vent here.

4 Upper Corridors and Central Room (Interior)

Accessed via either the north or south bunker, there is a corridor (4A, 4B) leading in each direction to a central room (4C) with a stairwell door to the east (4D). Infiltrate from either direction, remembering that the **RC Jumper** can only access the vent to the south (unless you're opening the doors, obviously). The central room features foes and scenery to hide behind while you wait for a chance to descend.

5 Stairs and Lower Storage Rooms (Interior)

Descend the steps, or maneuver a drone from the central parapet slit window to reach this lowest level. At the base of the steps is a door and **RC Jumper** vent (5A). The latter is used for more subtle exploration. Behind the door is a central room (5B) with two side chambers used for storage. Note the west storage room (5C) can be accessed from the window slit outside. The south storage room (5D) is only accessible from the central room. To escape, go back the way you came.

OPERATION EXAMPLES

Data Storage (Data Breach Operations): Is the data in the upper interior central room? Then you can drop your Quadcopter outside the central parapet slit window, maneuver it up the stairs to the central interior room, and begin the hack. Then remain on the sloping exterior sandy banks either side of the central parapet, defending yourself until the download is over. Or, you can find the CCT for either the north or south bunker doors. The north CCT is on the parapet above near the ladder. The south CCT is inside the interior corridor, accessed via the ground vent at the south bunker door. Once you're at the data objective and the download begins, lay proximity traps on both corridors and wait until the download is complete.

Shipments (Destroy Shipments Operations): If you split up the work, you may not even need to enter this restricted area. Have one player pilot the Quadcopter down to the underground storage area to detonate the shipment there, along with any foes. Up on the surface, enemies descend into the interior to find out what's going on, allowing the second player to punt a grenade into the shipment on the parapet, and drive the shipment vehicle remotely into the ocean.

Prisoner (Prisoner Release Operations): If the prisoner is sitting in the south storage room on the lowest subterranean level, you can split your planning; one player can pilot the Quadcopter to hack an access key, then down the central parapet slit window to the objective, then bomb the enemies in the lower room and lay traps on the stairs. The other can hack the CCT at either the north or south bunker (the north CCT is on the parapet above near the ladder, while the south CCT is inside the interior corridor, accessed via the ground vent at the south bunker door). Once inside the initial corridors, drop foes using preferred stealth or execution tactics until the target is reached.

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SAN FRANCISCO

Restricted Area 16. Sutro Tower

PREVIOUSLY PLAYED

This satellite tower is fully explored during Main Operation: HAUM Sweet HAUM, so be sure to read up on additional strategies that could apply.

Available Operations

OPERATION TYPE	NO. OF OBJECTIVES	VARIATIONS
Data Breach	1	1
Deliver Vehicle	Not Available	Not Available
Destroy Shipments	3	2
Prisoner Release	1	1
Steal Encrypted Drives	1	2

☰ Structures and Infiltration Points

This is a large restricted area, with most of the action taking place on the roof and inside the main facility building at the foot of the gigantic Sutro radio tower.

1 Northeast Security Cabin

This is the “usual” insertion point to this facility. Note the rocks outside the perimeter fence here (1A) can be jumped over using the **RC Jumper** with the enhanced Jump

Skill.

2 Rocks and Barrel Storage Shed

The roof of the concrete shed in the southeast corner of the grounds can be scaled easily from the rocky outcrop on the edge of the perimeter fence, by the shed's outer wall (2A). Note that the **RC Jumper** can leap the wire fence at this point (with enhanced Jump Skill).

3 Pallets to Container Truck Roof

This area to the southwest allows easy access (or views) into the main parking lot, and because the truck isn't technically inside the restricted area, the guards won't become violent, though they can become aware of your presence. There's also a gap in the fence (3A) just left of the container truck, allowing access to the parking lot.

4 Main Vehicle Entrance

The driveway ends at this point—a smaller parking lot (4A) and then the building's main loading docks and parking area. This area is open, tricky to navigate without being seen, but there are numerous hackable objects to divert attention (the forklift, transformer vault, junction boxes, and gates, for example).

5 Storage Garage Scaffold

Follow the perimeter fence to the northwest corner of the facility, and you're able to climb on some low scaffolding (5A) to reach the roof of a small storage garage. This is a good spot to watch proceedings from, snipe, or flee to and from, as you can enter and exit from this point. Take note of this as a possible escape route.

6 Roof Ladders

Two ladders leading up onto the roof are accessible (6A, 6B), and provide immediate access to the roof. Consider them an excellent method of gaining height, but watch for two patrolling guards once you're on the roof.

7 Motion-Detector Door

The northeast corner of the control building has a well-guarded door (7A). A motion detector is usually above the door, and a guard patrols the side yard. Note the floor vent gate just left of the door itself (7B). This allows access (by a simple hack) into the lower interior stairwell.

8 South Gantry Stairs

Another method of entering the roof, these stairs are usually guarded by foes, and a roof guard descends from time to time. This allows access into the upper interior control room (8A), usually an objective location.

9 Parking Lot Steps Entrance

A door that is easily hacked can be entered via these partly enclosed concrete steps from the parking lot. They lead to the lower interior stairwell.

10 Roof Ladder and Motion-Detector Door

The low building roof overlooking the parking lot and unloading yard has two possible infiltration points—some wood planks and scaffold to a roof ladder (10A), as well as gantry stairs up to a door with a motion detector above it (10B). If you want to enter the control room via the interior stairs, this is the route to take.

11 Lower Interior Stairwell and Control Room

There's usually a guard positioned in this interior stairwell (11A), patrolling the metal stairs to the motion-detector door and control room. Head inside the control room (11B), usually on foot or by using your **RC Jumper**. Note that the server cage room on the western interior side of the control room is bulletproof.

12 Roof

The roof is patrolled by guards and usually has a CCT box to hack. Note the two AC ducts—one near a ladder to the gantry stairs (12A), and the other across from the closed-circuit box overlooking the west parking yard (12B). Both allow the **RC Jumper** (or Quadcopter) access into the control room.

OPERATION EXAMPLES

Data Storage (Data Breach Operations): The data to hack is on the platform outside, overlooking the parking lot, so use the ground below, or any of the interior areas to continue the download. The control room server area is particularly good, as it allows you to prep proximity traps (and foes can't shoot you in the cage room). Sure, it's a dead end, but battling out afterward is reasonably easy if you flee to the right (south).

Shipments (Destroy Shipments Operations): Try remotely detonating all three shipments. With two players and four drones to play with, it's easily possible: Both players should use the **RC Jumper** to get up on the roof, to the AC vent north of

the usual CCT position, which drops you into the duct to the lower interior room and stairs. From here, simply destroy the shipment here using the **RC Jumper**. Bomb the other two shipments (one on the roof, and the vehicle in the yard) from a height with the Quadcopter.

Prisoner (Prisoner Release Operations): Is the prisoner in the control room server area? Then approach from the southeast corner, jumping on the barrel-storage building, up the metal stairs to the roof, to hack the CCT allowing access to the door on the stairs, into the control room. The second player waits for the CCT to be unlocked, then moves into the control room to rescue the prisoner, distracting and strangling guards as they go. Both players should leave to the south, flagging down a getaway car on the road below, or taking one from the Sutro Tower parking lot to the west.

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SAN FRANCISCO

Restricted Area 17, Under The Freeway

Available Operations

OPERATION TYPE	NO. OF OBJECTIVES	VARIATIONS
Data Breach	1	1
Deliver Vehicle	1	1
Destroy Shipments	3	2
Prisoner Release	1	3
Steal Encrypted Drives	1	2

Structures and Infiltration Points

This construction site sits in shadows for most of the day due to its proximity to the freeway onramp above. A high fence and concrete obstacles make this restricted area more difficult to infiltrate than most. It's even more important to know the best exits.

1 Southeast Perimeter

A reinforced barbed-wire fence with concrete base barriers runs the length of this perimeter, with a main gate (1A) and a drone-sized hole in the concrete (1B) providing the only accessible points.

2 South and Southwest Perimeter

The fortification of this barbed-wire fence is impressive, as there are no weak spots along this side of the restricted area. The only way to access the interior is to bring a high-container truck to climb on, or to drop down from the freeway above.

3 West Perimeter

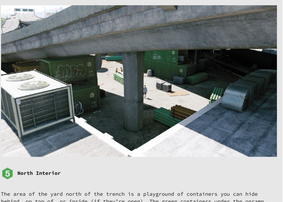
The short perimeter fence by the massive freeway pillars and the street under the freeway features a main gate (3A) and two RC Jumper-sized holes in the concrete barrier (3B, 3C). These are the only methods of gaining entry.

4 North and Northeast Perimeter

The majority of your physical infiltrations are usually from this direction. Climb to the roof of the exterior warehouse building via the red containers (4A) or the blue tarp pallets (4B). Both allow good access into the northwest part of the yard.

Don't overlook the top of the freeway onramp, where it merges with the main freeway; you can leap down from here and land on the roof of the northwest warehouse exterior (4C), or use the place to snipe from—though you can't see all of the yard.

Farther east is the entrance to the freeway onramp (4D); you can drop down from the south side of it into the restricted area, though you're pretty exposed and the landing can hurt. Over in the northeast corner is a stack of containers, giving you the height you need to vault over the barbed-wire fence (4E).



5 North Interior

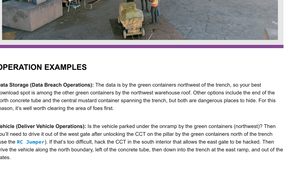
The area of the yard north of the trench is a playground of containers you can hide behind, on top of, or inside (if they're open). The green containers under the onramp (5A) are particularly good spots during a battle, as they're high up and you aren't usually flanked. In a pinch, the concrete tube (5B) can be used to hide in, with proximity traps at each end. Need to escape? Aside from the northwest containers up to the exterior warehouse roof, try climbing the northeast pallets near the freeway onramp entrance (5C)—one of the few spots where you can make a quick exit. Over by the east end of the trench, the stack of large orange containers (5D) is good for hiding in or on, gaining height, and checking the trench.

6 Trench

The middle of the yard is bisected by a large trench in an elongated "Z" shape. There are three ladders (6A, 6B, 6C) offering quick escape. Otherwise, use the ramped earth at the west and east ends of the trench. Check the two mustard-colored containers too (6D, 6E); these usually have an objective in them, scenery to access so you can climb onto the roof, and an opening for an RC Jumper.

7 South Interior

Filled with scenery and two giant concrete pipes (7A, 7B) you can use during stealth infiltrations, there's easy access to and across the trench. Don't forget the foreman's cabin in the south corner (7C); climb on the roof to escape the perimeter fencing if other methods of escape are blocked.



OPERATION EXAMPLES

Data Storage (Data Breach Operations): The data is by the green containers northwest of the trench, so your best download spot is among the other green containers by the northwest warehouse roof. Other options include the end of the north concrete tube and the central mustard container spanning the trench, but both are dangerous places to hide. For this reason, it's well worth clearing the area of foes first.

Vehicle (Deliver Vehicle Operations): Is the vehicle parked under the onramp by the green containers (northwest)? Then you'll need to drive it out of the west gate after unlocking the CCT on the pillar by the green containers north of the trench (use the RC Jumper). If that's too difficult, hack the CCT in the south interior that allows the east gate to be hacked. Then drive the vehicle along the north boundary, left of the concrete tube, then down into the trench at the east ramp, and out of the gates.

Shipments (Destroy Shipments Operations): Assuming you have a Quadcopter with bombs, simply fly to each shipment (inside the northeast orange container, then the shipment in the trench, and finally through the window of the mustard container over the trench). Then leave without setting foot into the restricted area. Otherwise, bombs or projectiles from the onramp could work.

Prisoner (Prisoner Release Operations): If the prisoner is inside the mustard-colored container over the trench, have one player hack the access key and scout foes using the Quadcopter, then distract them. The other player needs to creep from the northwest warehouse roof, past the green containers, hacking the motion detector above the door, then the door (now that the access key is available), and release the prisoner. Be sure to check that there's no enemy inside the container itself (fly by the window and distract if there is). Flee by vaulting out of the window and through the trench to the northeast pallet escape point, or back the way you came.

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SAN FRANCISCO

Restricted Area 18. San Bruno Radio Tower (ULC)

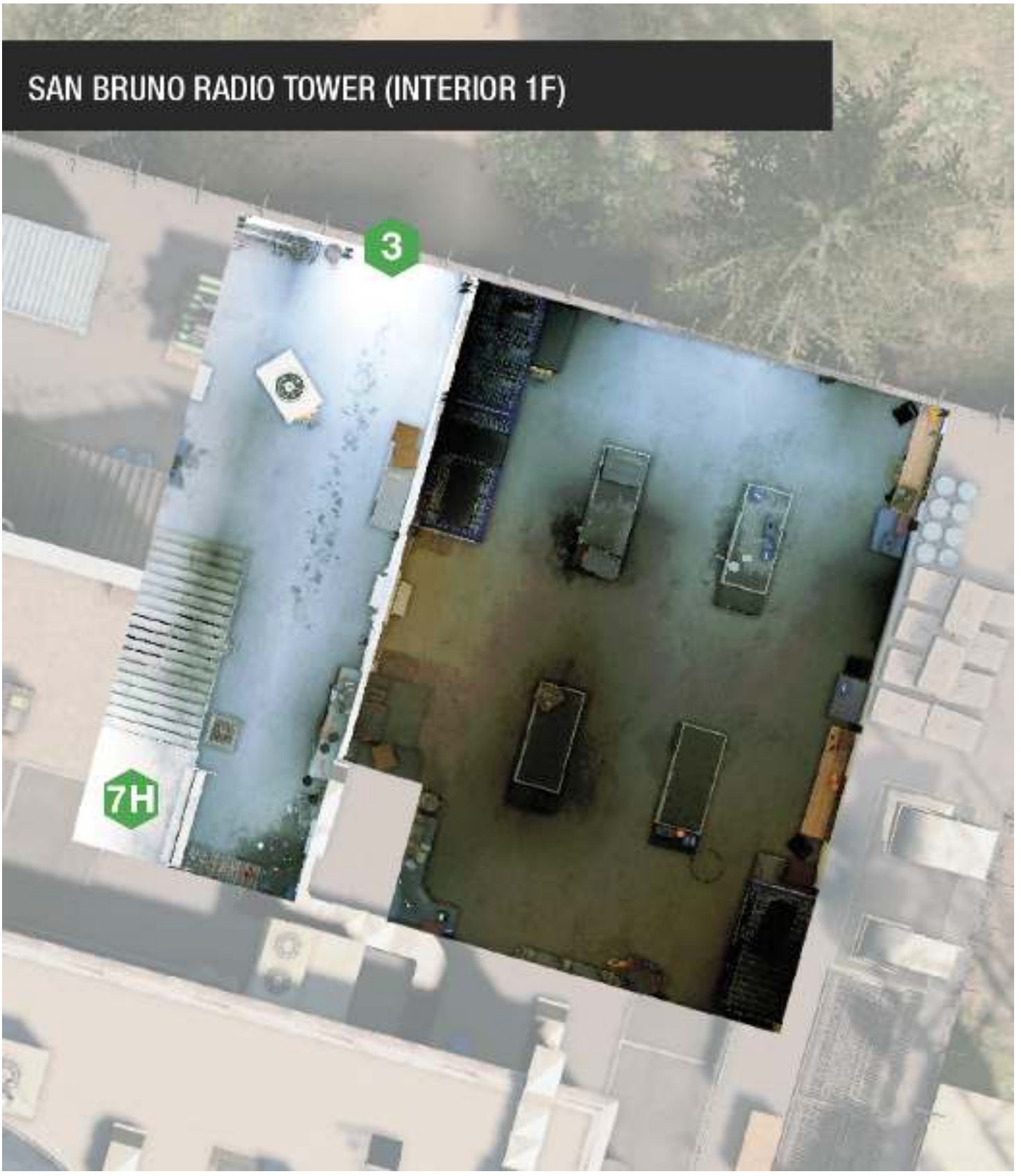
PREVIOUSLY PLAYED

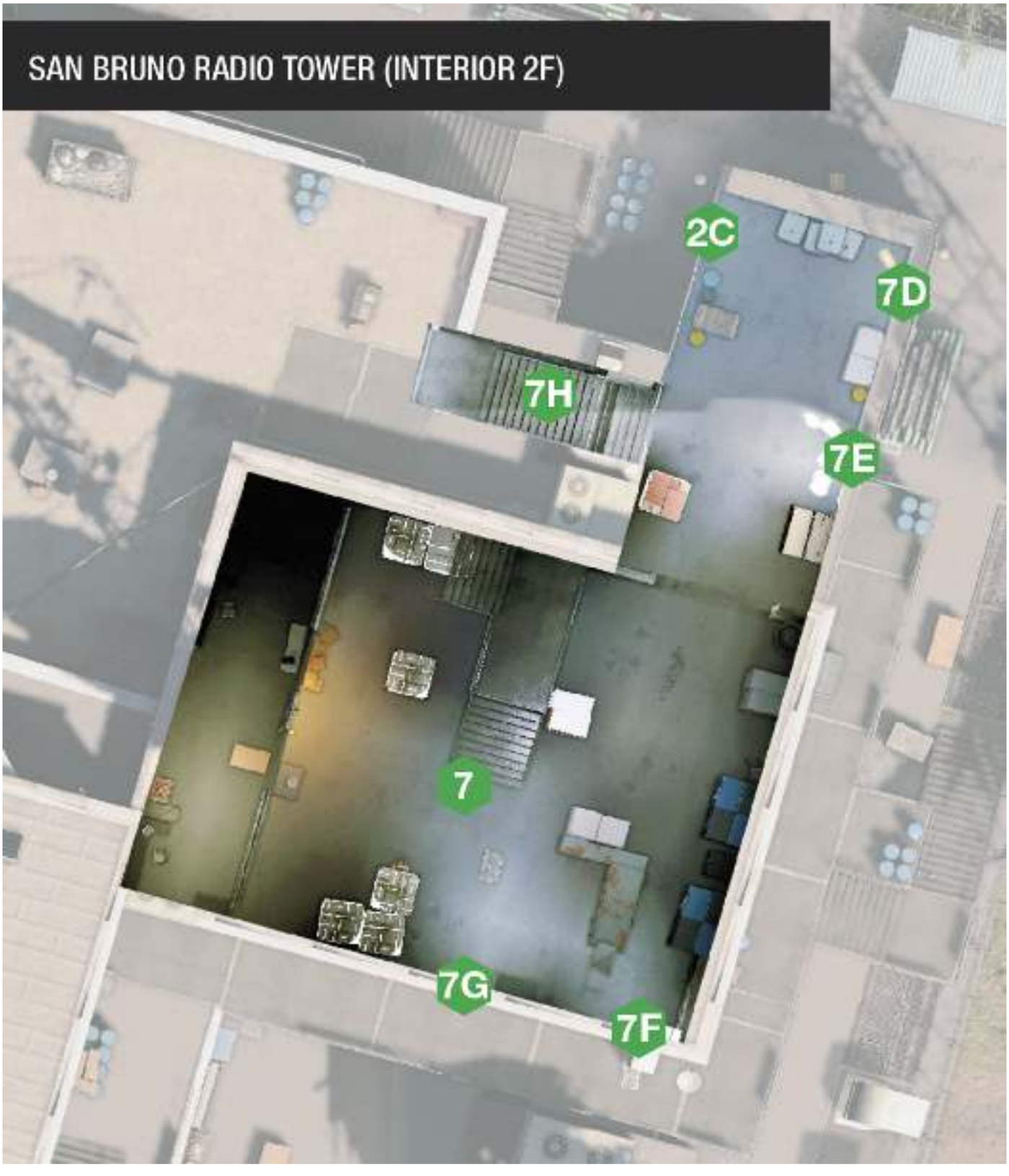
This radio tower is fully explored during Main Operation: Motherload, so be sure to read up on additional strategies that could apply.

Available Operations

OPERATION TYPE	NO. OF OBJECTIVES	VARIATIONS
Data Breach	1	2
Deliver Vehicle	1	1
Destroy Shipments	3	2
Prisoner Release	1	1
Steal Encrypted Drives	1	1

6D
4A
4


SAN BRUNO RADIO TOWER (INTERIOR 1F)
3
7H


SAN BRUNO RADIO TOWER (INTERIOR 2F)
2C
7D
7H
7E
7
7G
7F

SAN BRUNO RADIO TOWER (INTERIOR 3F)
7A
6A
7
7B
6B
6C
7C
6
6D

☰ Structures and Infiltration Points

This Blume radio facility and tower looks imposing, and there's a sizable interior to infiltrate, but as long as you're familiar with the entry points and can create a decent distraction while your partner heads to an objective unscathed, this can be a very satisfying operation to complete.

1 Main Barrier and Yard (West)

The main entrance to the facility features the main barrier (1A) and a yard (1B), usually with numerous foes. Naturally, this isn't the wisest infiltration point, and should only be accessed if you're attempting a vehicular suicidal run, or you're strafing the area with grenades while moving to a different spot. Don't forget the building farther west (not shown on the guide map), which offers height and sniping opportunities.

2 Side Gate and Storage Yard (North)

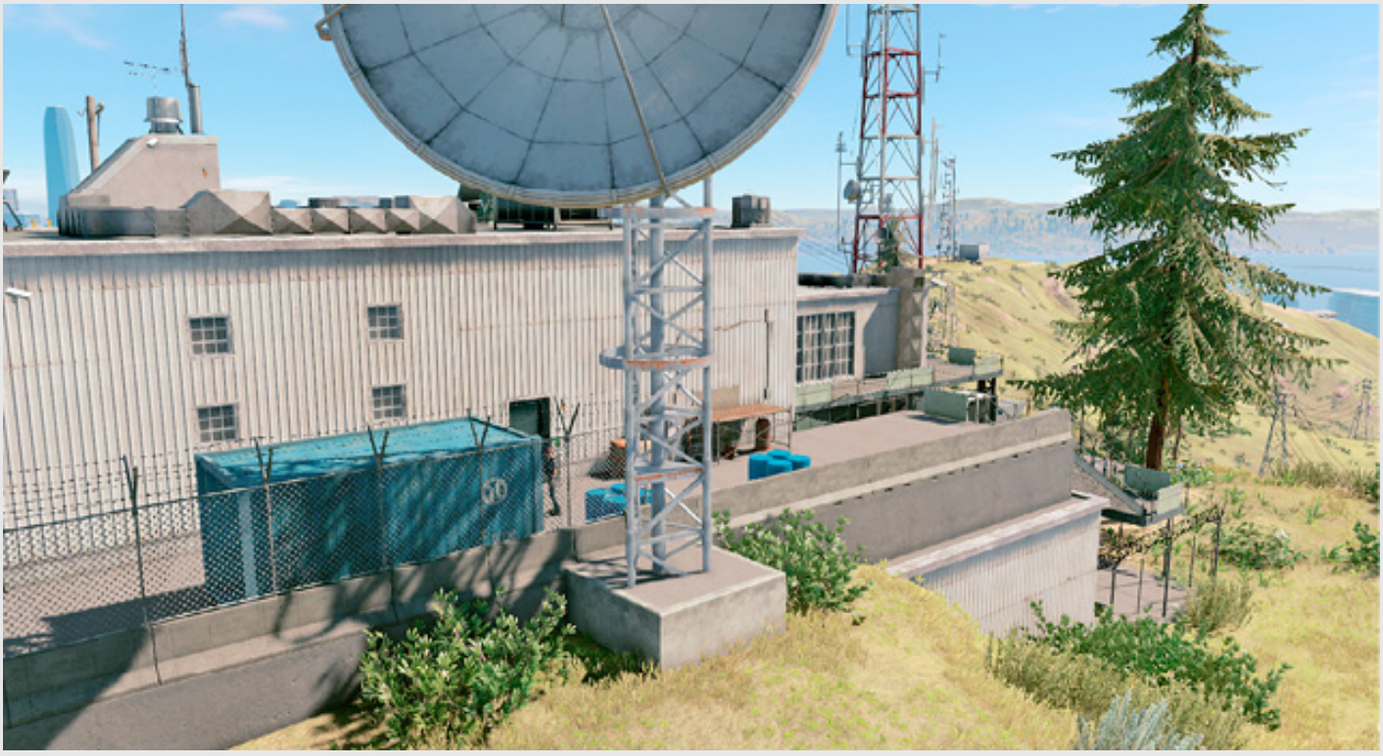
Along the north side of the compound is a hackable gate (2A), and metal steps (2B) up to the main outside yard. This is a great way to reach the lower interior storage areas and the yard unimpeded. There is a security door near some blue barrels (2C), below and east of the stairs. This leads almost directly into the two-story breach room, and is the optimal path to get there.

3 Lower Access Door

On the lower ground (north perimeter) is a door leading into the lowest compound storage rooms. It allows access up into the two-story breach room, though it isn’t the most proficient route unless you begin the operation on the grass nearby.

4 South Satellite Dish

Along the southern perimeter is a large metal support pillar holding up a satellite dish, close to a large open blue container. Much of the east and south perimeter is a high mesh wall you can’t breach, but there’s a gap here (4A), which is handy for skulking around the various entrances into the breach wall room and garage.



5 Radio Mast and Picnic Table

Don’t overlook this opening in the mesh wall, in the southwest corner of this restricted area; it leads to a small cargo-storage exterior area. Enter close to the picnic table, but use the access around to the southern perimeter to reach your goals.

6 South Garage

Accessed via the large door in the main yard (6A), the security door near the metal steps (6B), or by the hackable door along the south perimeter (6C) is a large parts garage. It isn’t necessary to enter here unless you’re prowling for foes to defeat, or seeking cover.

Two-Story Storage Room

This large storage room in the central-eastern part of the compound features three upper-floor entrances (7A, 7B, 7C); all hackable doors) and five lower-floor entrances (7D, 7E, 7F, 7G, 7H); all but two are hackable doors from outside, and the others are an open window (southeast corner) and a stairwell in a lower interior area]. There's also a narrow office behind a security door—usually a place where an objective is located.

OPERATION EXAMPLES

Data Storage (Data Breach Operations): If the data to hack is in the garage, fly the Quadcopter in through the small square open window on the east wall of the garage. Good places to hide during the download include outside the restricted area under the south satellite dish, in the blue container with proximity traps at the garage door and walkway, and on the roof—not the garage roof, as that's too far from the download radius, but the northeast corner of the garage roof, on the AC units near the central satellite dish on the lower warehouse roof.

Vehicle (Deliver Vehicle Operations): Is the vehicle in the garage? Then have one player distract the guards in the yard and hack the access key, while the second uses Marcus or the `RC Jumper` to enter the small hut to the north of the barrier entrance where the CCT is (via the door or the ground vent on the east wall between the two concrete blocks). Once that's unlocked, one or both players should assault the garage, neutralizing the guards inside before `driving` the vehicle out of the western exit (it's wise to use the doors rather than the garage door, as there are a motion detector and guards just inside the garage door area). Note that there are doors you can enter using the access key first, so fly the Quadcopter around to gather the key, then have one player remove all hostiles from inside the garage; this can be done while the CCT is being hacked.

Shipments (Destroy Shipments Operations): Three shipments to destroy? Then split your objectives; have one player tackle the one in the metal cargo container by the south satellite dish first, followed by the vehicle in the main yard (both are done using bombs and the Quadcopter). Meanwhile, the second player should move around to the southeast open window, drop in an `RC Jumper`, and drive it up the two-story storage room to the CCT on the gantry to hack the office door leading to the third shipment.

Prisoner (Prisoner Release Operations): Is the prisoner in the small office inside the two-story storage room? Then an assault from the west, into the well-guarded parking lot yard, isn't wise. Instead, access the hackable doors at the same level as the storage room—to the southeast (into the room, or use the open window after deactivating the motion detector), or the one to the north (lower access door after finding the access key, or the unlocked door by the side gate and storage yard). Enter unseen, then distract and strangle the guards in the room and climb the stairs to the CCT (or use an `RC Jumper`). Then open the cell door, and leave the way you came.

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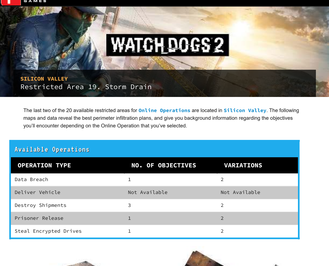


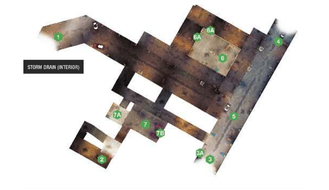
SILICON VALLEY

Restricted Area 19. Storm Drain

The last two of the 20 available restricted areas for Online Operations are located in Silicon Valley. The following maps and data reveal the best perimeter infiltration plans, and give you background information regarding the objectives you'll encounter depending on the Online Operation that you've selected.

Available Operations

OPERATION TYPE	NO. OF OBJECTIVES	VARIATIONS
Data Breach	1	2
Deliver Vehicle	Not Available	Not Available
Destroy Shipments	3	2
Prisoner Release	1	2
Steal Encrypted Drives	1	2



Structures and Infiltration Points

This is one of the few restricted areas that is almost entirely underground, within the canal storm drain southwest of Palo Alto (close to the "giant computer terminal" playground). Once you figure out the layout; which has three underground entrances from either canals or low marshy ground, you can plan an assault, and use an often-overlooked surface entrance. One potential problem is the lack of escape routes. Fleeing is more difficult, so you may wish to remain within the interior chambers until all of the threats are cleared.

1 West Drain Entrance

Under the main road, there is a dirt road in a gully. This is the main method of reaching the concrete tunnel entrance. There are good stealth opportunities here, since the wide tunnel makes a right (southeast) turn, with scenery, a vehicle, and possibly a forklift to use as cover.

2 Southwest Surface Entrance

A concrete substation building exists above and between the west and south drain entrances, and is an excellent infiltration point for those wanting a more sneaky plan of attack. Hop the easily-scaled fence, and hack one of the two doors (which may be locked by an access key). The stairs lead down to one of the interior concrete deck areas (#7) with a side room to unlock for sneaking. Move here during an escape (assuming you have the key to exit, if needed), as this brings you out close to roads and vehicles you can use.

3 South Drain Entrance

Under the main road, with a rocky outcropping on either side, this entrance can be confused with the west drain, except the tunnel stretches directly northeast once you get inside. There's a thoroughfare to your left (northwest) once you pass by the scattered scenery and barrels. Don't overlook the wall vent (3A) on the northwest wall as you enter; this makes RC Jumper maneuvering more stealthy when attempting to find and unlock CCTs, if any appear in your operation.

4 Northeast Drain Entrance

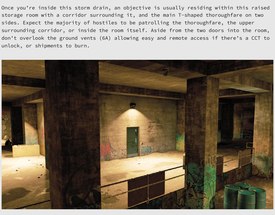
This is the only entrance at the concrete canal basin that stretches northeast away from the restricted area, with a ramp down from the road above. It offers fewer hiding spots, and most of the interior chambers are on your right (northwest) side when entering. Enemies have a good view of you if you're trying to escape, and can easily shoot you in the back, so try immediately moving right (southeast) when you're leaving, so you can climb up the surface ramp.

5 Main Thoroughfare

This T-shaped drain floor connects all three drain entrances, and it's important to realize where you are when you enter one of them. Inside, expect scenery, the odd vehicle (to pinpoint and use as means of escape), and many guards patrolling here. Don't overlook the plentiful supply of gas pipes, junction boxes, and vault transformers to use as distractions or to neutralize foes. Similarly, don't overlook the motion detectors too (taze or hack them). Can vehicles be driven down here? Yes, but they are usually destroyed and boxed in by immovable scenery.

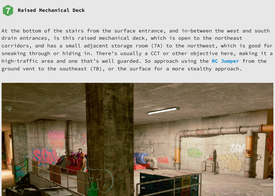
6 Raised Storage Room

Once you're inside this storm drain, an objective is usually residing within this raised storage room with a corridor surrounding it, and the main T-shaped thoroughfare on two sides. Expect the majority of hostiles to be patrolling the thoroughfare, the upper surrounding corridor, or inside the room itself. Aside from the two doors into the room, don't overlook the ground vents (6A) allowing easy and remote access if there's a CCT to unlock, or shipments to burn.



7 Raised Mechanical Deck

At the bottom of the stairs from the surface entrance, and in-between the west and south drain entrances, is this raised mechanical deck, which is open to the northeast corridors, and has a small adjacent storage room (7A) to the northwest, which is good for sneaking through or hiding in. There's usually a CCT or other objective here, making it a high-traffic area and one that's well guarded. So approach using the RC Jumper from the ground vent to the southeast (7B), or the surface for a more stealthy approach.



OPERATION EXAMPLES

Data Storage (Data Breach Operations): If the data breach is occurring in the central part of the main thoroughfare, finding a suitable hiding spot is of paramount importance. These can be found inside the storage room (5) on the edge of the download radius, or on the inside corner near the concrete steps by the south drain entrance are two good spots.

Shipments (Destroy Shipments Operations): With a shipment in the mechanical deck, one in the storage room, and a vehicle parked in the thoroughfare, you can use Quadcopters to easily get the job done. The gas pipe in the mechanical deck (or bombs dropped by either drones) can take out the first shipment. For the one in the storage room, you can unlock the doors using the CCT in the mechanical deck room, but a better plan is to simply use the ground vents and an RC Jumper, followed by a bomb or setting the shipment on fire. For the last shipment? If it's a vehicle, simply use it as a getaway vehicle if you wish. Or bomb it, or drive it remotely to an exit where you can quickly destroy it.

Prisoner (Prisoner Release Operations): The prisoner is being held in one of two places. The small storage chamber (southwest, adjacent to the mechanical deck room) with a CCT on the raised corridor north of the raised storage room. Or, he's in the raised storage room, with a CCT in the mechanical deck room. While one player uses the RC Jumper to distract foes and reach the CCT, the other should head for the prisoner. Fleeing the area depends on how badly you're outnumbered, but a dash up the stairs to the surface entrance is always a good idea.

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WATCH_DOGS 2

SILICON VALLEY
Restricted Area 20, Swan Leavitt Observatory

Available Operations

OPERATION TYPE	NO. OF OBJECTIVES	VARIATIONS
Data Breach	1	3
Deliver Vehicle	1	2
Destroy Shipments	3	2
Prisoner Release	Not Available	Not Available
Steal Encrypted Drives	1	3

☰ Structures and Infiltration Points

This is a large, rectangular restricted area with a second, interior rectangular fence inside the first that also needs to be assailed. Weak points are the gates, and the fact all of this area is open, allowing quick Quadcopter recon work to be completed.

1 South Fence

Though you can park a vehicle and use an RC Jumper to leap over the fence at any point (on any side of the perimeter), there's an area of fencing to the southwest without a concrete barrier base or a barbed-wire top. This can be driven through or climbed over, and is the only penetrable point along the south perimeter.

2 West Fence

Due west, in the middle of the mostly-impenetrable fence (2A), is an area that has no barbed wire or concrete barrier base, making it excellent for climbing or driving over, assuming you have plans to distract the foes beyond. Northwest is a large gate (2B), which can be use to exit, assuming the gate doesn't require a special unlock you haven't completed.

3 North Fence

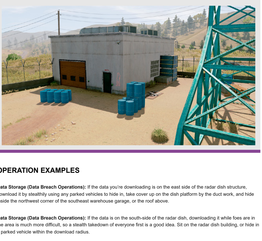
The main entrance to the observatory features an area of weakened fencing to leap over to the northwest area (3A). The main gates (3B), which are an unsuitable but effective way of getting in and out. There is also a hole in the concrete barrier to the northeast (3C), that is useful for sneaking in an RC Jumper while you hide behind a parked vehicle outside the restricted area. The interior perimeter has just the same access points; the shed in the northeast can't be used to escape from (you can't jump the barbed wire).

4 East Fence

The weakened fence area to the northeast is the only area where you can infiltrate this highly-secure fence and warehouse wall.

5 North Yard

The most dangerous section of the restricted area, due to the lack of escape options, and impenetrable fencing that mostly surrounds you. There's an east-to-west dirt track leading to the gate to the southeast (5A). Aside from scenery and concrete barrier hole that you can use to maneuver your RC Jumper over, the fencing to the south yard isn't accessible except from here. Concentrate on using the scenery as cover, and open the gate as soon as possible to most infiltration circumstances.



6 West Warehouse

Though this doesn't quite have the same security when hiding as the southeast warehouse, the larger building to the west is a good spot to take cover. The open windows mean you aren't fiddling to unlock a door, and the pipes and crates on the west side of the building allow you up onto the roof, where you can hide and snipe from. Inside, you can fire out of the three open windows while trapping the door to the southwest. Outside, the yard fencing to the east is impenetrable, aside from the gate to the south yard.

7 South Yard and Satellite Dish

About two-thirds of the ground is taken up by this large yard where the satellite dish is. This is a difficult area to maneuver into. Only opening the southwest (7A) or northeast (7B) gates, though the hole in the north wall (7C), allows your RC Jumper through. The low building that the dish sits on is a good defensive position, and usually an objective area. The building itself can't be entered, but the blue tarp crates or turquoise scaffold allow access under the dish at various points around the structure. Don't leave without grabbing the Key Data from here, too!

8 Southeast Warehouse Garage

This is a great place to hide. Assuming you can keep foes from outflanking you by opening either door or the garage door. There's a smaller, storage room (8A) with a door and open window that you can fire out from, and seek cover. It offers excellent opportunities for lobbing grenades, hacking the doors to provide cover or exit points, and there's even a ground vent in the west wall (8B) enabling you to use the RC Jumper from here if you've made it without attracting attention, or you want to either drone to clear out the interior of this building. Finally, don't forget to use the crates on the exterior west wall (8C) to climb to the roof, which offers even more cover.

OPERATION EXAMPLES

Data Storage (Data Breach Operations): If the data you're downloading is on the east side of the radar dish structure, download it by stealthily using any parked vehicles to hide in, take cover up on the dish platform by the dust work, and hide inside the northwest corner of the southeast warehouse garage, or the roof above.

Data Storage (Data Breach Operations): If the data is on the south-side of the radar dish, downloading it while foes are in the area is much more difficult, so a stealth takedown of everyone first is a good idea. Sit on the radar dish building, or hide in a parked vehicle within the download radius.

Vehicle (Deliver Vehicle Operations): If the vehicle is parked in the middle of the south yard (south of the dish), the easiest route is out of the southwest gates (in the south yard), and through the weakened fence just to the left (south) of that gate. You'll need to drop an RC Jumper into the west building to access the CCT first, but that's relatively easy. Remotely driving the vehicle out is also an option, if you're skilled enough.

Shipments (Destroy Shipments Operations): As this facility is in the open landscape, it's simplicity itself to send up a Quadcopter, and bomb the three shipments; one near the west building, one by the satellite dish, and a vehicle parked north of the southeast warehouse garage. Optionally use the parked vehicle as a getaway vehicle if you wish, but that plan is much messier than Quadcopter bombing.

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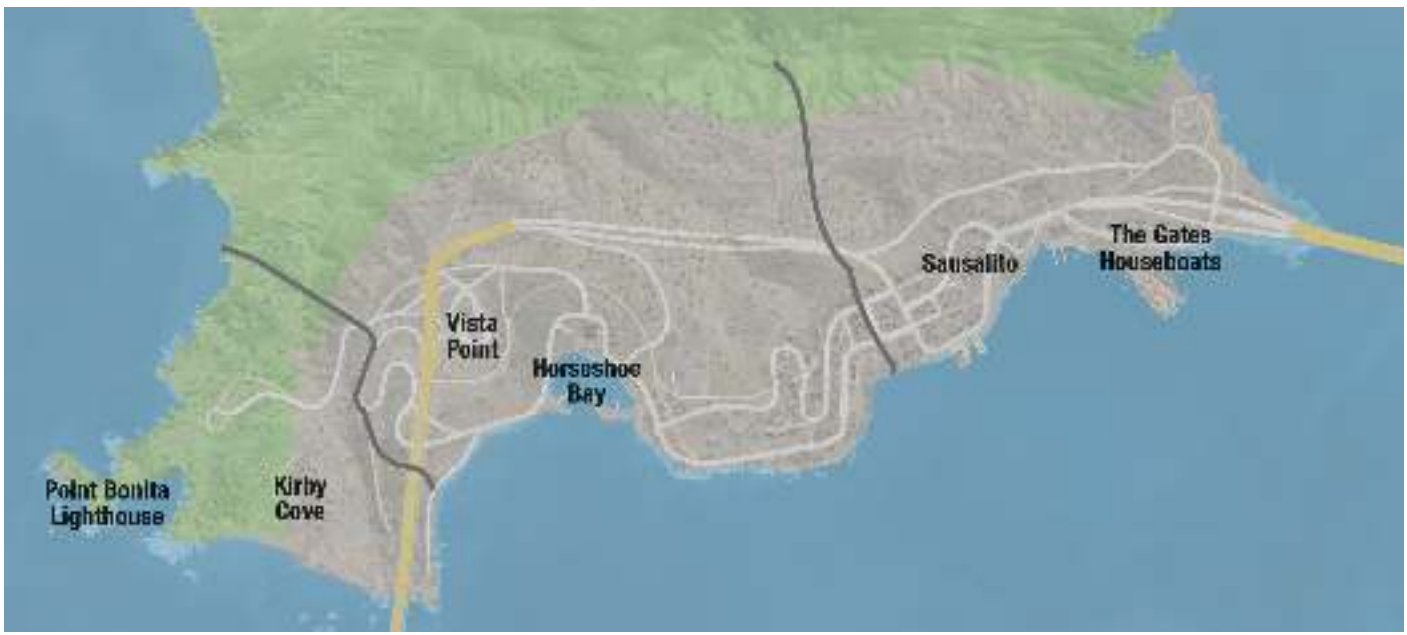
MARIN
Map Overview



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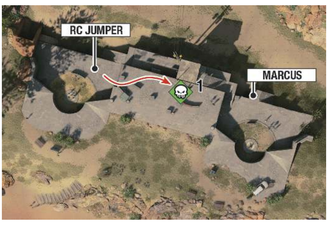
MARIN

Point Bonita and Kirby Cove

Restricted Areas

AREA	FACTION	ENEMIES
1	Sons of Ragnarok	5 gang members, 1 dog
2	Sons of Ragnarok	3 gang members, 2 dogs
3	Sons of Ragnarok	6 gang members
4	Sons of Ragnarok	4 gang members, 1 dog

KEY DATA



1 KIRBY COVE KEY DATA

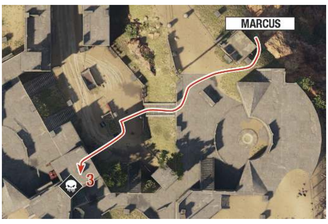
This data is located in a briefcase inside an old WWII bunker and guarded by Sons of Ragnarok. Inside are several gang members and two guard dogs. The designer's drug formula inside the case lets you unlock the Steady Hands research.

To get the case containing the data, you need to use the `RC Jumper`. Find a position near the eastern entrance to the bunker and hide. Drive the `RC Jumper` around to the western entrance, but keep it out of sight. Switch back to Marcus and hack the electric panel on the ground near the eastern entrance to stun the dogs and any nearby gang members. This brings most of the gang members to the entrance. Now switch back to the `RC Jumper` and drive through the hole in the fence. Use a phone hack to distract the gang member in this area as well as any others that may see the Jumper as it moves in to grab the case. Once you have it, get out of there.

RESEARCH POINTS

1 Climb on top of an electrical box alongside the building near the lighthouse to get this research.

2 Located in a bunker, this research case is protected by the Sons of Ragnarok. While you could methodically stun each enemy in turn, there is an easier way. Send in the `RC Jumper` from the northeast insertion point. There are only a couple enemies along this route. Avoid them or use the Distract app to divert their attention. Then, head down the stairs and jump onto the stack of pallets. Finally, jump through the opening of the bunker to grab the case.



3 Battery Spencer is guarded by several enemies spread out around the area. While staying outside of the restricted zone, send in the `RC Jumper` from the north. Drive it down the stairs and distract the gang member next to the room where the objective is located. Then rush into the room and pick up the case containing the research.

MONEY

1 SPORT BAG

You need the `RC Jumper` to get this sport bag filled with money. It is located in a drainage ditch near a bunker. Don't worry about the enemies. Stay outside the restricted area and send in the Jumper through an opening on the east side. Drive right in, pick up the sport bag, and then get out.

2 SPORT BAG

The Sons of Ragnarok control a building on the shore underneath the Golden Gate Bridge. It is easier to approach from the south via a boat. Hack the junction box on the building's south side to stun the enemy patrolling that side. Then climb up the building's west side, distracting the gang member on top. Melee attack him once you get there, grab the sport bag of money, and then escape to your waiting boat.

PAINT

1 JUMPER PAINT JOB

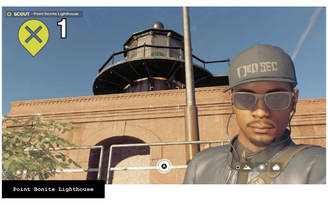
You need to reach the lighthouse light to access the roof. Then climb up a ladder to get the paint.

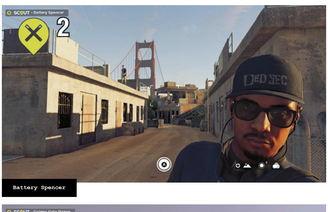
UNIQUE VEHICLE

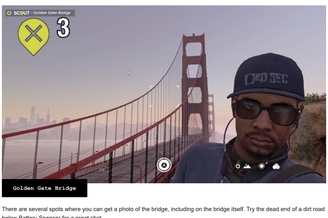
1 ICE CUBE BY SUMITZU AUTO

This race-decorated car is located next to a tent along a dirt road. Drive it off and add it to your collection.

SCOUT X LOCATIONS







There are several spots where you can get a photo of the bridge, including on the bridge itself. Try the dead end of a dirt road below Battery Spencer for a great shot.

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MARIN
Vista Point and Horseshoe Bay

RESTRICTED AREAS

AREA	FACTION	ENEMIES
5	Sons of Ragnarok	6 gang members
6	Umeni Security Corps	4 guards, 1 dog
7	Umeni Security Corps	3 guards, 2 armored guards
8	Sons of Ragnarok	4 guards
9	Umeni Security Corps	6 guards, 1 armored guard, 1 dog
10	Bratva Gang	3 gang members

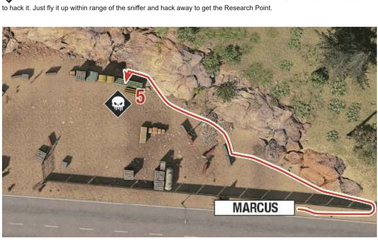
KEY DATA

2 VISTA POINT KEY DATA

The Maker's Tips are located in a construction area controlled by the Sons of Ragnarok. Getting this key data allows you to unlock Expert **Tinkering** research. While the site is heavily guarded, there is an easy way to get to the key data. Hop on the motorcycle just south of the site and ride it to the east. Line up with the dirt ramp on the site's east side and then give it full throttle. Jump the first ramp to get onto a container, and then jump off a second ramp to get onto the scaffolding. There is a gang member up there—either knock him off with the bike or dismount and melee attack him. Then climb up the crates and scaffolding to drop down into the area where the key data is located. Then make your escape.

RESEARCH POINTS

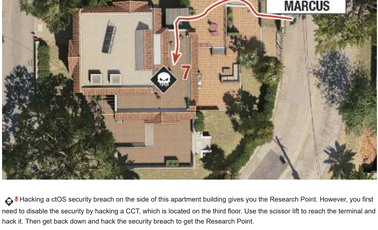
4 This Wi-Fi sniffer with research is located on a platform underneath the Golden Gate Bridge. You need the Quadcopter to hack it. Just fly it up within range of the sniffer and hack away to get the Research Point.



5 This research is in a roadside construction area; you must physically pick it up. Take up a position outside the fenced area on the east. Then send the **RC Jumper** around the fence and drive it in from the east. Either distract the guard on the east side or wait for him to turn away so you can approach. Follow the cliff side to get behind the pipes. When no guards are looking, jump up on the pipes and grab the research.

4 While the ctOS security breach is on the outside of the lab, it is secured by a closed-circuit terminal (CCT). This location is also a site of missions that contain strategies for infiltrating it. However, you can send in the **RC Jumper** through the eastern gate to hack the CCT. A single armored guard patrols this area. Just wait until he moves away from the terminal and past the gate. Then drive in quickly and hack. The ctOS security breach is now unlocked. Either walk over and hack it with your phone or use the Quadcopter to do it.

7 You must pick up the research at this home. To do this without setting off an alarm, you need Security System Shutdown research unlocked. The research is on the balcony of the home. Stay behind the stone wall to the home's east side. While the guard on the balcony is moving away, hack the circuit box to stun the guard patrolling the home's eastern side. Jump over the wall and climb onto the small shed attached to the home. Hide behind the balcony wall until the guard on the balcony is not looking. Deactivate the security system above the briefcase of research, then hop over the wall, pick it up, and get away.



8 Hacking a ctOS security breach on the side of this apartment building gives you the Research Point. However, you first need to disable the security by hacking a CCT, which is located on the third floor. Use the scissor lift to reach the terminal and hack it. Then get back down and hack the security breach to get the Research Point.

MONEY

3 MONEY BAG

This money bag is located near the restrooms at the Vista Point. Just walk up to it and grab the loot.

4 SPORT BAG

Once you have the ability to distract people using their cell phones, this sport bag of money is relatively easy to get. Send in the **RC Jumper** along the walkway leading from the road. Distract gang members as you drive along the dock to pick up the sport bag.

5 SPORT BAG

Since there are missions at this location, it is easiest to get the money at that time. It is located in the underground level beneath some boxes. You need to blow up the boxes before you can get the cash.

PAINT

2 JUMPER PAINT JOB

Climb up onto the concrete structure here to pick up some paint so you can decorate your **RC Jumper**.

BUSINESSES

ICON	BUSINESS
1	Tourist Kiosk (**Clothing** Shop)
2	Restaurant

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MARIN
Sausalito and the Gates Houseboats

RESTRICTED AREAS

AREA	FACTION	ENEMIES
11	Bratva Gang	4 gang members, 1 dog
12	Sons of Ragnarok	4 gang members, 2 armored gang members, 1 dog
13	Bratva Gang	3 gang members, 1 dog
14	Bratva Gang	6 gang members
15	Umeni Security Corps	4 guards, 1 dog

KEY DATA

3 THE GATES HOUSEBOATS KEY DATA

This key data is the SF electrical grid system, located in a room on the roof of the Torque Rat Bike Shop. This allows you to research Massive System Crash. The difficult part is getting onto the roof. Hack the forklift and pick up a crate. Drive it over by the wooden fence. Climb onto the crate and use the forklift to raise it up so you can climb onto the roof. Enter the room, use the `RC Jumper` to drive through a hole in the wall, and hack a CCT. This unlocks a duct cover so you can open it and then hack the key data.

RESEARCH POINTS

9 This Wi-Fi sniffer with research is located under the pier below a restaurant. To access it, you need explosives to blast away debris at the entrance to the drainage pipe. This is easy if you have the Quadcopter and can drop explosives from it. Once the debris is gone, you can hack the sniffer. Otherwise you need to swim under the pier to get it.

10 Located underneath a restaurant on a pier, this Wi-Fi sniffer can be hacked using the Quadcopter. Or you can swim under the pier and do it yourself.

11 This research is located atop the roof of an airlines building. Go around the back and use the forklift to get onto the roof; then pick up the research.

12 While this research is on a balcony in a restricted area, it is easy to get. Use the scissor lift in the alley behind the building to the west of the research to get onto the roof. Then send the `RC Jumper` across the rooftop to drop down onto the balcony. Grab the research.

13 The area where this research is located is restricted and used for missions. However, you can easily get the research outside of a mission. Position yourself near the south door. There is one guard inside the building near the door and one patrolling. After the patrolling guard walks past the door, headed to the left (west), distract the other guard and then send in the `RC Jumper` to get the research.

MONEY

6 SPORT BAG

The sport bag of money is located on a balcony of a home in a restricted area. However, it is not tough to get. Move to the fence on the east side near the backyard. There is a guard patrolling the western side and one on the balcony. Climb over the fence and onto a planter. Continue onto the roof near the balcony. Hide until the guard on the balcony is looking away. Hack the junction box to stun him. Then sneak around to the front of the balcony to get the dough.

7 SPORT BAG

You can find this sport bag in the backyard of a home. However, there are gang members and a dog here. The `RC Jumper` is the way to go. Depending on the locations of the dog and enemies, you can enter the backyard by jumping over the gate in the southwest corner or on the west side near the house. If you can't sneak the `RC Jumper` into the yard, hack the transformer vault on the side of the house. This will stun one enemy and draw the attention of the others. Then, get the `RC Jumper` in through the southwest corner gate to snag the money.

8 SPORT BAG

You need a motorcycle to get this sport bag. Ride it off the ramp at the end of a pier, and jump across to another pier to get the money. The ramp is narrow, so line up your bike before you throttle it and land on the isolated pier where the bag is located.

PAINT

3 JUMPER PAINT JOB

To reach the balcony of the apartment building where this paint is located, you need to climb the stairs to the top floor. Continue to climb onto the roof. Drop down onto the balcony and get the paint for your `RC Jumper`.

4 VEHICLE PAINT JOB

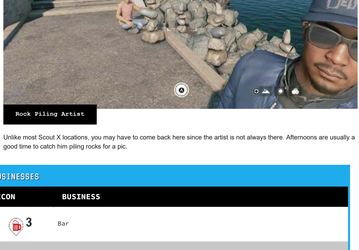
This paint for your vehicles is hidden inside a shack. There are only small openings in this shack, so use the `RC Jumper` to drive through these openings and get the paint.

CLOTHING

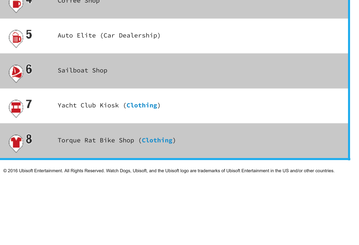
1 LONG-SLEEVE T-SHIRT LOMBARD TOP

The tree houses have a lot of Sons of Ragnarok around them. The `clothing` is on the porch of the northwestern tree house. Instead of shooting your way in, create a diversion in the eastern part of the restricted area. Stand to the area's west and send the Quadcopter in. Hacking the transformer so it explodes works well and will draw away most of the gang members. Then send in the `RC Jumper`. If an enemy is still near the `clothing` package, either distract or hack the nearby junction box to stun him. Then get out of there.

SCOUT X LOCATIONS



Tree Houses



Rock Piling Artist

Unlike most Scout X locations, you may have to come back here since the artist is not always there. Afternoons are usually a good time to catch him piling rocks for a pic.

BUSINESSES

ICON	BUSINESS
3	Bar
4	Coffee Shop
5	Auto Elite (Car Dealership)
6	Sailboat Shop
7	Yacht Club Kiosk (`Clothing`)
8	Torque Rat Bike Shop (`Clothing`)

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OAKLAND

Map Overview

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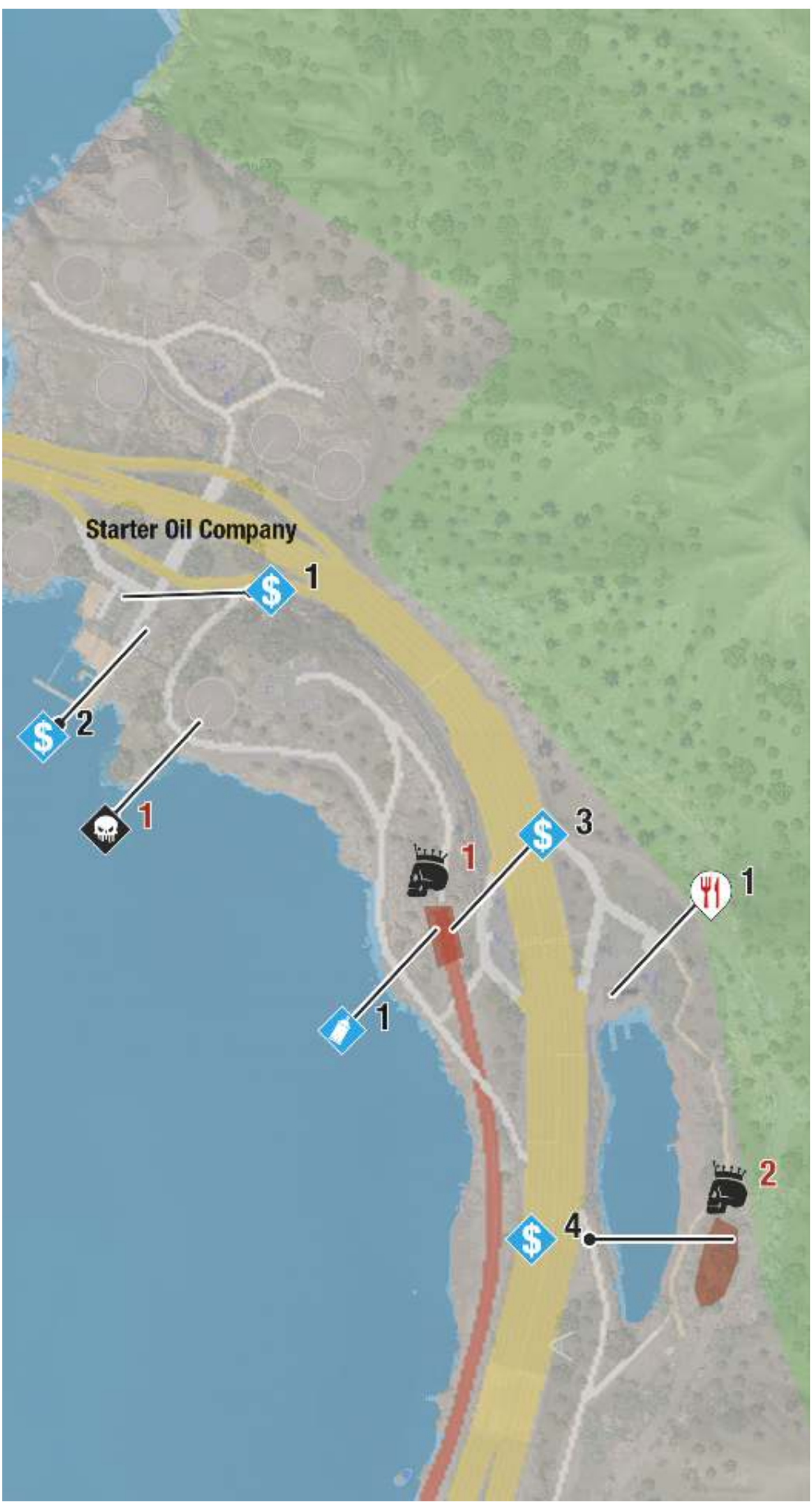
OAKLAND

Oakland Outskirts



RESTRICTED AREAS		
AREA	FACTION	ENEMIES
1	Bratva Gang	4 gang members, 2 dogs
2	Bratva Gang	4 gang members, 1 dog

RESEARCH POINTS

1 Ride the crane as close as possible to the oil tank where the research case is located. Position the cage so it is level with the walkway around the tank and then jump across to the walkway. Climb over the wall and move to the center of the tank so you can take the ramp that leads to the research.

MONEY

1 MONEY BAG

In order to get this money bag, you need to upgrade the **RC Jumper** so it can jump higher. Use the crane to get close to the tower adjacent to the one where the money is located. Then use the **RC Jumper** to jump from the crane cage to the first tower. From there, jump to the second tower to get the money.

2 SPORT BAG

This is some easy money to get. It is located under the walkway next to a couple towers. You can just walk up to it and grab it.

3 SPORT BAG

Several gang members protect this money. Approach from the west side. The money and some paint are located in between two railroad boxcars. While you can trigger the explosives and maybe take out one or two dogs and a gang member if you lure him toward it, that usually causes reinforcements to arrive. From the west, you can send in the **RC Jumper**. Distract gang members with their phones as you drive in. Drive right under the boxcars to get the money.

4 SPORT BAG

Gang members and a dog at a campsite guard this money bag. Position yourself north of the restricted area and send in the **RC Jumper**. Drive it along the hillside and behind the restroom. Distract gang members along the way if necessary. Watch the dog and wait for it to wander away from the money. There is usually one gang member with eyes on the sport bag, so use the phone distract and then rush in to get the money. Another way is to walk up the road to the campsite's east and then drive the **RC Jumper** down the hill to get the money. Just watch and wait for an opening when no one is looking.

PAINT

1 VEHICLE PAINT JOB

The paint is located next to a sport bag of money. It is easiest to get if you stun or disable all of the gang members and dogs before moving in. Climb on top of the tunnel to the north of the restricted area. From here you can use the taser to stun the guards and dogs one at a time. Then drop down and get the paint; leave the area before everyone wakes up.

BUSINESSES	
ICON	BUSINESS
1	Restaurant

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OAKLAND
North Oakland

RESTRICTED AREAS

AREA	FACTION	ENEMIES
3	Bratva Gang	4 gang members, 1 armored gang member, 1 dog
4	Bratva Gang	2 gang members, 2 dogs
5	580s Gang	3 gang members, 1 dog
6	580s Gang	2 gang members, 1 dog
7	580s Gang	2 gang members
8	580s Gang	5 gang members, 1 armored gang member, 1 dog
9	580s Gang	2 gang members
10	Tezcas	6 gang members
11	580s Gang	5 gang members
12	Umeni Security Corps	4 guards

KEY DATA

1 KEY DATA IN PRESCOTT

This key data is used to research Fast Trigger Finger. It is located in a vacant lot. Take up a position behind the house to the south. Send in the **RC Jumper** to jump over the fence and then wait there. Use cameras or the Quadcopter to watch the four gang members around the case holding the key data. Try to lure two gang members near the junction box on the south side and stun them. Quickly stun the gang member near the northern junction box. Phone distract the remaining gang member and then rush in to get the case. You can also use the junction boxes to stun some gang members and then move in and stun the remaining with the taser or take them down with melee attacks to clear the area before they can call in reinforcements.

RESEARCH POINTS

2 Once you have the Quadcopter, this research is easy to get. Take up a position out of sight. Then send your **RC Jumper** toward the eastern gate to this restricted area. Watch the patrolling gang members. When the one near the gate walks away, open the gate and roll through. Stay to the north and go for the closed-circuit terminal (CCT) and hack it. This unlocks the ctOS security breach so that you can then use your Quadcopter to hack it and get the Research Point. Even if you don't have the Quadcopter, you can climb onto the shack where the security breach is located and hack it with your phone.

3 The case containing research can be difficult to get. It is in a fenced off area and the CCT that unlocks the gate is on an elevated platform. Search to the east of this area to find a scissor lift. Drive it over to the fence, raise it up, and deploy the **RC Jumper**. Jump over the fence from the scissor lift and onto the power box. From there, jump onto the platform and hack the CCT to open the gate. Then go in and grab the case.

4 This is one of the easiest Research Points to get. While you can use the Quadcopter to fly in and hack the Wi-Fi sniffer, you can also use your phone. If you take up a position on the freeway to the east of this area, your phone has the range to hack it; the gang members won't even know you are there.

MONEY

5 MONEY BAG

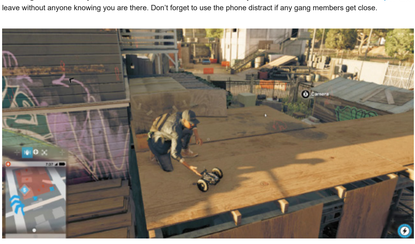
Two gang members and two dogs guard this money bag. There is a junction box on the south side of this restricted area. Lure a gang member over to it and trigger it when a dog is also nearby. The blast will alert the other gang member who comes to investigate. Now send in the **RC Jumper** from the opening on the east side, careful to stay away from the second dog. Get the money and get out of there.

6 MONEY BAG

This money bag is located in the ceiling of the 16th Street Station. Climb onto the scaffolding on the building's south side and locate a grate that you can open. Send in the **RC Jumper**. Drive along the top of the ceiling or along the edges to reach the money bag. Once you have it, call back the **RC Jumper** and go about your business a little bit richer.

7 SPORT BAG

The sport bag is located inside a house in a restricted area with several gang members and a dog. Instead of going in the front door, climb onto some containers and onto scaffolding on the area's north side. Deploy the **RC Jumper** and jump over the railing onto the balcony. From there, drive into the house and the money is in the first room. Retrieve the **RC Jumper** and leave without anyone knowing you are there. Don't forget to use the phone distract if any gang members get close.



8 SPORT BAG

This sport bag is located in a backyard with two gang members guarding it. Position yourself near the front of the house and send the **RC Jumper** in through the side. One gang member usually patrols while the other stands in one spot. Use a phone distract if they are in your way. Another tactic is to use your taser and the transformer vault to stun the two gang members so you can just walk in and get the money.

BUSINESSES

ICON	BUSINESS
2	Total Motors (Car Dealership)
3	Pawn Shop

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OAKLAND

Uptown Oakland

RESTRICTED AREAS

AREA	FACTION	ENEMIES
13	Tezcas	6 gang members, 1 dog
14	Tezcas	2 gang members, 1 dog
15	580s Gang	2 gang members

16	Umeni Security Corps	5 guards, 1 robot
17	Umeni Security Corps	5 guards, 1 dog
18	580s Gang	2 gang members, 1 dog
19	580s Gang	4 gang members, 1 dog
20	Tezcas	3 gang members, 1 dog
21	580s Gang	6 gang members, 1 dog
22	580s Gang	3 gang members
23	Umeni Security Corps	2 guards
24	Tezcas	3 gang members, 1 dog
25	Tezcas	4 gang members, 2 armored gang members, 1 dog
26	580s Gang	6 gang members, 1 armored gang member, 1 dog
27	Tezcas	5 gang members, 2 armored gang members
28	Oakland Police	4 officers
29	Oakland Police	2 officers, 1 dog
30	580s Gang	5 gang members, 1 dog
31	Umeni Security Corps	4 guards, 1 dog
32	Umeni Security Corps	4 guards, 1 dog

33	Umeni Security Corps	2 guards, 1 robot
34	580s Gang	3 gang members

RESEARCH POINTS

E This ctOS security breach that has the research is locked by a CCT in a room on top of a building. Use the forklift to the south of the building and bring it over to the building's west side, along with a crate. Climb on top of the crate and ride it up to the ledge. From here, get onto the top of the building. Take control of the camera inside the building and use it to hack the gas pipe there. This clears the way for your **RC Jumper** to drive through a small opening in the wall. Use it to hack the CCT to unlock the ctOS security breach, then hack it and get the research.

6 You can hack this research from a ctOS security breach. However, you need to hack the CCT on the balcony overlooking an alley. The key is to hack junction boxes, HVAC units, and transformer vaults to stun all of the guards. Use either the Quadcopter or the cameras overlooking this area. Watch the guards and wait until those on the ground level are near these devices. Stun the guards on the balcony at about the same time so they cannot react. Once they are all stunned, have Marcus climb onto the trailer and then up the ladder to reach the balcony, where you can hack the CCT. Now that it is unlocked, get the research by hacking the security breach on the alley's other side. Get out of there.

7 A Wi-Fi sniffer located inside an air duct contains this research. In order to hack it, you must open two grates, each of which is locked by a different CCT. Use the forklift to the east of this area to pick up a pallet. Use this to reach the roof to the north of the nearby restricted area. Hack the first CCT, which is on the roof. Then send the **RC Jumper** down onto the walkway in the restricted area to hack the second one. Time it so the gang members there do not see it. Then recall the Jumper and climb to the roof area near the air duct. Open both grates, then send the **RC Jumper** into the duct to hack the Wi-Fi sniffer and get the research.

8 To get within range to use the Quadcopter to hack the research from the ctOS security breach on top of the **Oakland** City Hall building, you need to get onto the roof where Research 9 is located. Then just fly into range to make the hack.

9 You must physically retrieve the research on top of the building. Locate the window washer lift on the side of this building. Then reverse the nearby truck for several feet so you can climb on top of it and then get onto the roof. Take control of the lift and ride it up to the rooftop to get the research. While you are here, use the Quadcopter to also get Research 8.

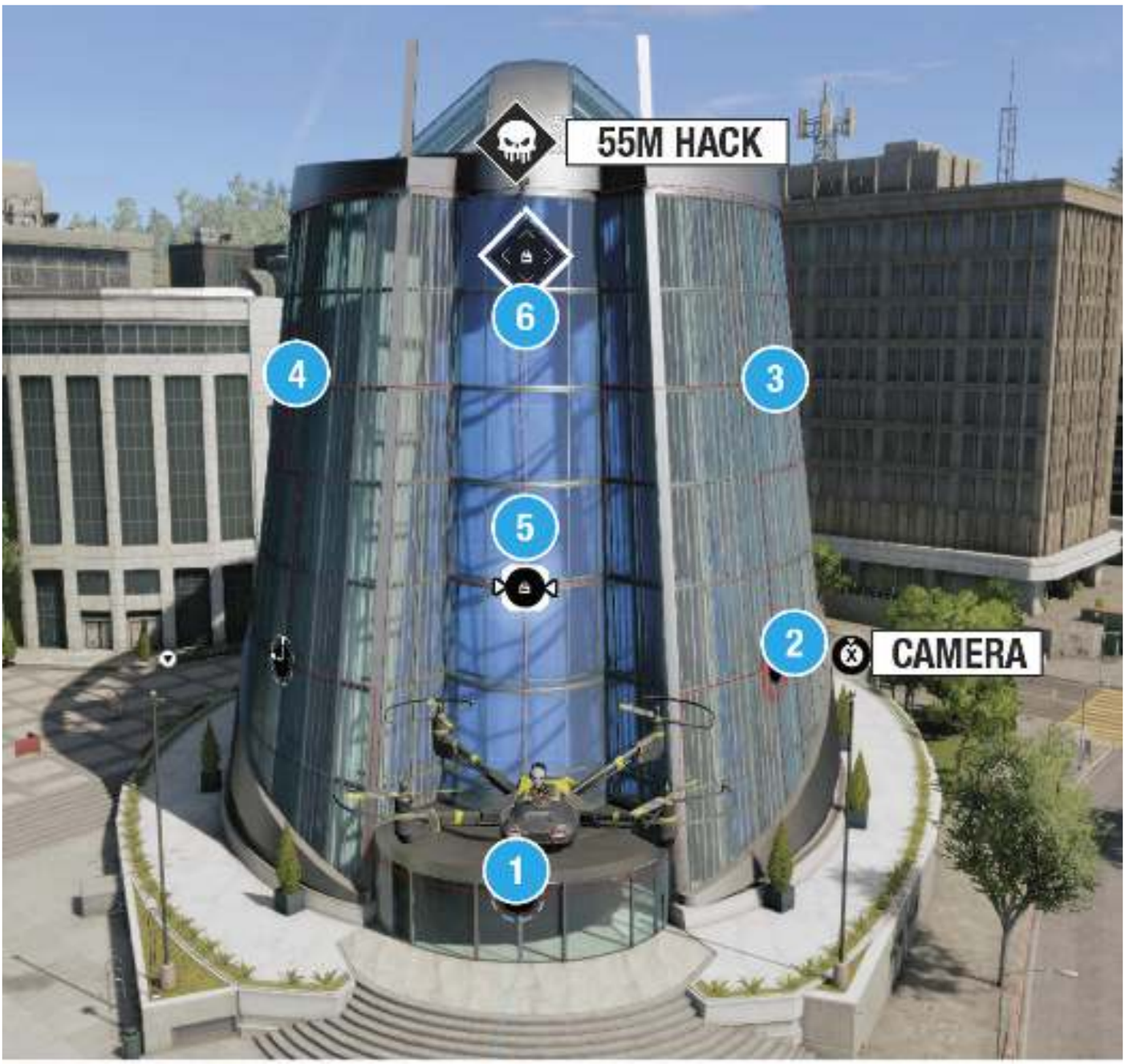
10 Pick up this research located in the backyard of a home. However, it is guarded by a dog and several gang members. If you don't want to set off an alarm, you also need to be able to deactivate **security systems**. Get into the backyard of the home to the south of the one where the research is located. There is one gang member on the home's south side and another patrolling the backyard and the south side. Taser the first gang member and hack the HVAC unit when the other gang member comes to investigate. Quickly jump over the fence and get to the backyard. Deactivate the security system over the research, pick it up, and get away.

11 The research is located in an office inside a warehouse. There are several gang members inside. Since the office is in the warehouse's south end, create a distraction in the north end. Remotely take control of a truck inside, and immediately crash it into something. This usually lures all of the gang members to the north end. Open the garage door on the south end and send in the **RC Jumper** to first hack the CCT to unlock the office door. Drive the **RC Jumper** up the stairs and into the office. There is a security system inside, so deactivate it before rolling in to the pick up the research.

12 The research is in a fenced area on top of a building. Use a scissor lift located to the building's south to get onto the roof. Then take control of a window washer lift to reach the top of a building to the west. Deploy the **RC Jumper** and drive it off the ramp and jump across to a fire escape platform. From there, jump down to a lower platform and then down to an air duct. Drive along it and around to the left. Jump into the next platform and then down to a fourth fire escape platform. Finally jump down onto a power box inside the fenced area. Hack the CCT to open the gate and grab the research.

13 The Wi-Fi sniffer containing the research is located on the roof of the **Oakland** Theater. All you need is the Quadcopter. Fly it up and hack the sniffer to get the Research Point.

There is a ctOS security breach on top of the Christ the Light building. You need to unlock it in order to hack it. There is a security router to the building's west. Hack it to start the process. Now you need to manipulate the nodes to connect power to the lock on the side of the building. You must use the Quadcopter to do this. Move node 1 two times, then node 2 three times, node 3 three times, and node 4 two times. Next hack node 5, and finally node 6. Once you complete this, hack the security breach to get the research.



You can hack the research here from a ctOS security breach, but you must access a CCT to unlock it. Go behind the building and use a scissor lift to get up next to an air duct. Deploy the **RC Jumper** and jump onto the air duct. Follow it around to the roof and hack the CCT. Recall the **RC Jumper** and then go to the front of the building to hack the security breach with your phone.

You need the Quadcopter to grab this research, which is located in an air duct on the building's top floor. However, the entrance to the duct is an opening above the garbage container on the building's south side, at ground level. Fly the Quadcopter into the opening and up the duct to where the Wi-Fi sniffer is located. Hack it and get the Research Point.

MONEY

9 SPORT BAG

This sport bag of money is located in a restricted area below the freeway. If you approach from the south, there is an opening in a container through which you can enter this area. However, there are some gang members and a dog. Lure them away from the entrance using distractions, so you can send in the **RC Jumper** to quickly get the money and run.

10 MONEY BAG

Located in a home's backyard, this bag of money is not difficult to get. Hide behind the wall to the yard's south. There are two hackable objects you can use to stun the gang members guarding the money. At times it is possible to get two with one hack if you wait until both are near it. Once the gang members are unconscious, hop over the wall and get the money.

11 SPORT BAG

The sport bag is located inside a railroad shed. Take up a position to the building's south and take control of the forklift. Pick up the explosive tank on a pallet and carry it to the shed's north side. Wait until some of the gang members follow it. If there are still gang members by the money, detonate the tank. Once the gang members all move toward the north, rush in and climb onto the platform where the money is located. Grab the bag before running out the way you came in.

12 MONEY BAG

There are many gang members and a dog on the roof where this money bag is located. Climb onto the roof on the north side. There are some crates on the western side you can use. Hide behind the HVAC unit on the roof's northern section and deploy the Quadcopter. Hack objects on the south side of this restricted area to stun gang members and lure the others in that direction. As they leave the money, send in the **RC Jumper** to collect it and then make your way back down to street level and escape.

13 MONEY BAG

The money bag is located on the roof of a building within a restricted area. Take control of the scissor lift in the parking garage section on the north side and drive it off the ramp and onto the street below. Ride it to the building's south side and use it to get onto the roof of the shop to the right of the coffee shop. Climb the ladders and get next to the fenced area. From here, see what the gang members are doing. Wait until they move away from this area, or distract them if necessary. Send in the **RC Jumper**. The money bag is located under the raised platform behind the stairs. Once you get the **RC Jumper** under the platform, the gang members can't see it. Get the money and then recall the **RC Jumper**.

14 SPORT BAG

This sport bag is located in an alley. The only way in is from the south. Hide behind a wall and use cameras or the Quadcopter to see where the gang members and dog are located. There are several objects that you can hack to stun or take out enemies. By doing this, you can clear out most if not all of the enemies. Then move in and use the taser or melee attacks to clear out the rest so you can get the money.

15 MONEY BAG

There are two ways to get this money bag. The first is to take control of the large crane and lower the container to the ground. Climb in and ride it up to the container where the money is located. The second is tougher but has a lot more flare. To the south of the container area is a motorcycle lined up with a ramp in a container. Ride at full speed off the ramp. While in midair, hit the brakes so you can stop on the first container. Then climb up the container to the left to get the money.

16 SPORT BAG

Police officers and a dog guard this sport bag. The best place to start is to the east of this restricted area. Watch where the officers and dog patrol. Deploy the **RC Jumper**, and when you get a chance, move through the northern opening and hide it behind a patrol car. Use phone distractions if necessary. You can also hack some of the objects such as the transformer vault to stun the police so the **RC Jumper** can roll over to the money and pick it up. Marcus can stay out of the area the entire time.

17 SPORT BAG

This money bag is located under some stairs behind a building. There are several guards around, as well as a dog. Take up a position out of sight and to the south. Take control of the nearby forklift and pick up a crate next to the stairs. Carry it to the north and use it to create a distraction or hack a transformer vault to lure the guards toward the north end of the restricted area. Now send in the **RC Jumper** to get the money bag.

PAINT

2 VEHICLE PAINT JOB

This paint is not hard to get. It is in a fenced area, but it is lightly guarded. Stay to the area's south and send in the **RC Jumper**. You can usually get by with just phone distractions so you can roll in and pick up the paint. There is a transformer vault inside the fenced area that you can use if you need to stun a gang member.

3 WEAPON PAINT JOB

This paint is well protected by a gang on the stern of a cargo ship. You can walk up the plank and move across the deck to the ship's west side. Climb up a ladder and hide behind the railing. Watch the closest gang member. When that one is not looking, deploy the **RC Jumper**. Send it through the railing to the lower deck. Then continue to the left and drop down between two containers. Hide here until no gang members are looking, then drive to the right and into the container where the paint is located.

UNIQUE VEHICLE

1 WRECKER BY GLOBAL MOTORS

This vehicle is located in a container on top of a container stack. Take control of the crane and bring the container it carries to the eastern side. Climb up on the first layer and then climb inside the crane container. Ride it to the level just below the level where the vehicle is located. Climb up to the next level and then drive the vehicle out of the container. Once you climb in, you can access it via the Car on Demand app.

2 MOUNTAIN KING BY BRUBECK ENGINES

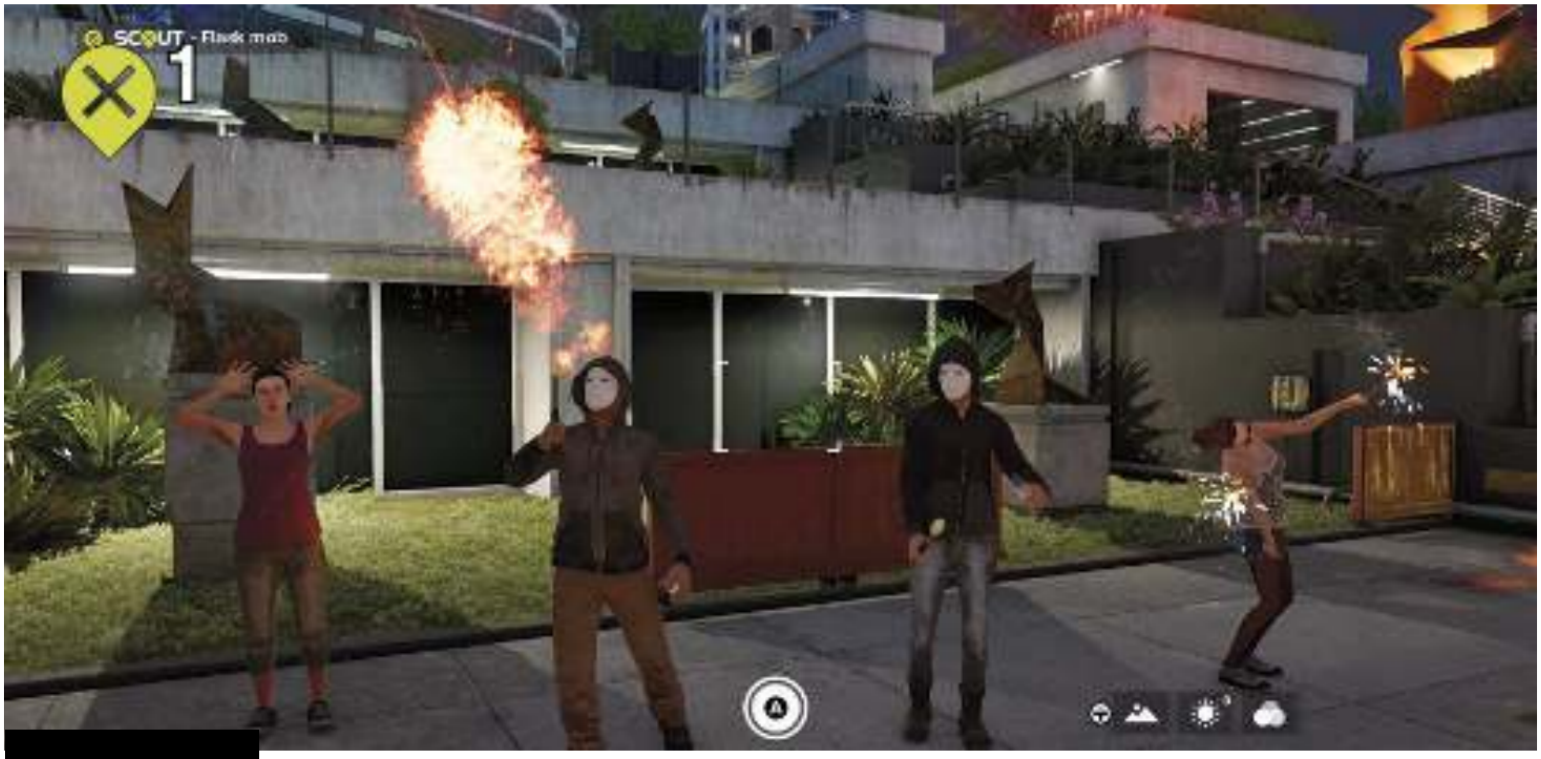
This off-road vehicle is located in a fenced area. Take control of the forklift to the north and use it to lift Marcus over the fence so he can jump down into the area. Hack the CCT to unlock the gate, then hop in and drive off with your new vehicle.

CLOTHING

SHORT-SLEEVE T-SHIRT CHINATOWN TOP

This shirt is protected by a couple guards and a robot. Watch the guards as they patrol. Use a phone distract on a guard who is in your way, and shut down the robot as well. Then get the **RC Jumper** in to get the **clothing** and then get out.

SCOUT X LOCATIONS



Flask Mob

The Flask Mob only appears around midnight, so don't go looking for them during the day. You have to take your photo quickly since they don't stay around too long.

Crazy Preacher

You can find the crazy preacher outside the Christ the Light building. He is not always there, but morning or afternoons are good times to check.

BUSINESSES

ICON	BUSINESS
4	Axle Boardshop (**Clothing** Shop)
5	Restaurant
6	Coffee Shop
7	Plainstock (**Clothing** Shop)
8	Coffee Shop
9	William Finn (**Clothing** Shop)
10	Auto Elite (Car Dealership)
11	Restaurant
12	Restaurant

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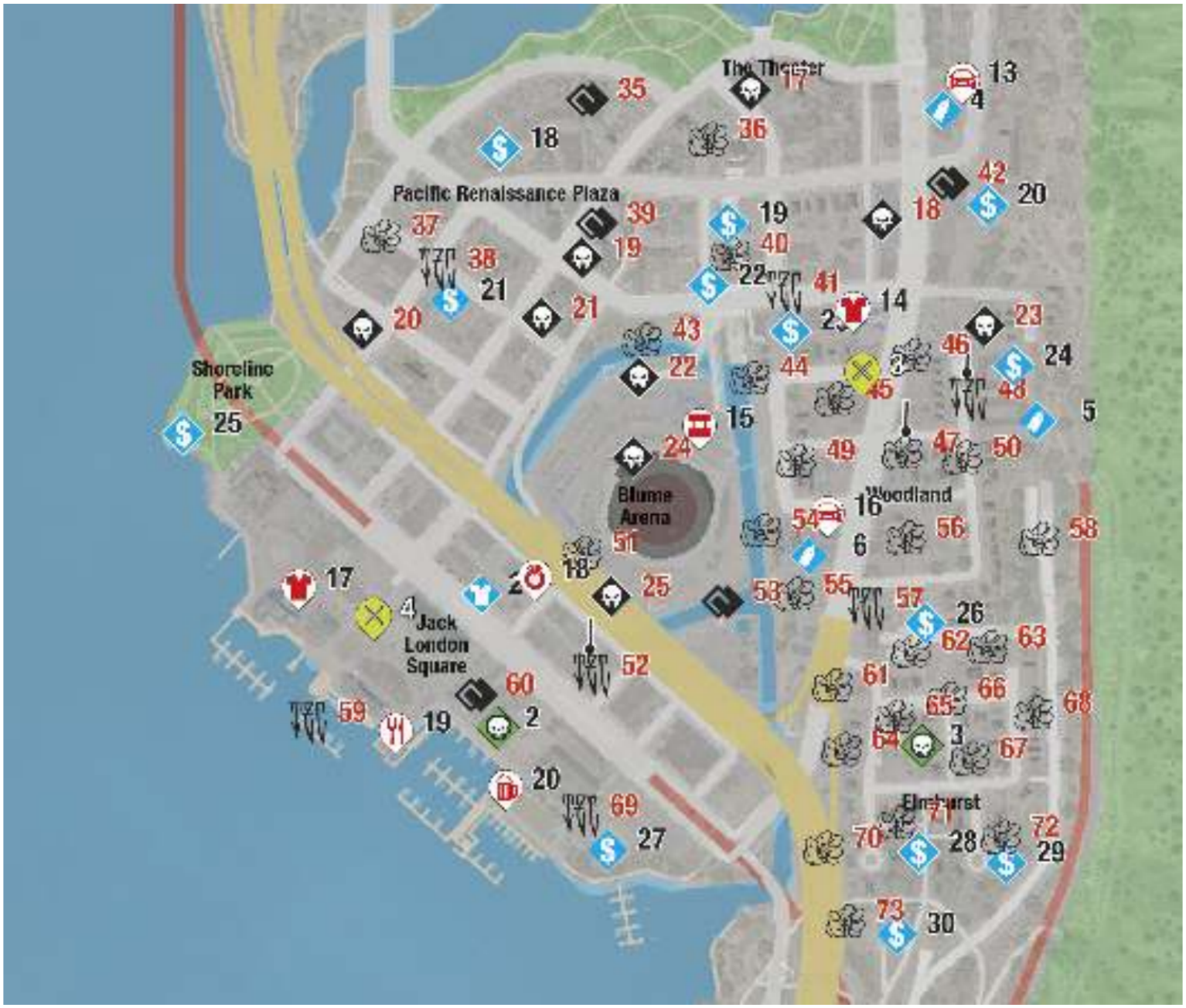
OAKLAND

Downtown Oakland



RESTRICTED AREAS

AREA	FACTION	ENEMIES
35	Umeni Security Corps	3 guards, 1 dog
36	580s Gang	2 gang members
37	580s Gang	1 gang member, 1 dog
38	Tezcas	5 gang members
39	Umeni Security Corps	5 guards
40	580s Gang	5 gang members, 1 dog
41	Tezcas	3 gang members
42	Umeni Security Corps	4 guards, 1 dog
43	580s Gang	6 gang members
44	580s Gang	2 gang members
45	580s Gang	2 gang members
46	580s Gang	2 gang members
47	580s Gang	2 gang members
48	Tezcas	5 gang members, 1 dog
49	580s Gang	3 gang members, 1 dog

50	580s Gang	1 gang member, 1 dog
51	580s Gang	3 gang members, 1 dog
52	Tezcas	3 gang members, 1 dog
53	Umeni Security Corps	4 guards
54	580s Gang	3 gang members
55	580s Gang	1 gang member
56	580s Gang	2 gang members
57	Tezcas	3 gang members
58	580s Gang	2 gang members
59	Tezcas	3 gang members
60	Umeni Security Corps	7 guards
61	580s Gang	1 gang member
62	580s Gang	1 gang member
63	580s Gang	1 gang member
64	580s Gang	1 gang member
65	580s Gang	4 gang members
66	580s Gang	2 gang members

67	580s Gang	2 gang members
68	580s Gang	1 gang member
69	Tezcas	6 gang members
70	580s Gang	2 gang members, 1 dog
71	580s Gang	3 gang members, 1 dog
72	580s Gang	2 gang members
73	580s Gang	3 gang members, 1 dog

KEY DATA

2 KEY DATA IN JACK LONDON SQUARE

This key data is used to research the System Crash Upgrade: Blackout. However, it is not easy to get since it is on a rooftop with only one access point and lots of guards. However, the **RC Jumper** is perfect for infiltrating and getting the data. Climb up the stairs and stay on the last landing so you are out of sight of the guards. Deploy the **RC Jumper** and drive it up the last flight of stairs; pause before going up the final steps to the rooftop. There are a few guards you need to watch. Wait for the one on the roof of the small building to walk away. Then wait until the guard who patrols the area between the steps and the data walks past. Follow him for a bit and then move quickly to get under the elevated walkway that leads to the shack with the data. Hide under the walkway until it is clear. Then hop onto the walkway, enter the shack, and jump onto the counter to get the data. Recall the **RC Jumper** and get away. If you have the Quadcopter, it is useful for monitoring the movement of the guards since the view from the **RC Jumper** is limited.

3 KEY DATA IN ELMHURST

The key data that unlocks the ability to upgrade to the Gang War app is located in the backyard of a home in Elmhurst. It is guarded by several gang members and a dog. Take up a position to the east and send in the **RC Jumper**. It can jump on a crate and then over the fence. However, before you do that, you need to distract the enemy. Use a phone hack to distract the one on the shade cover over the data. However, if other gang members are watching the area around the data, hack the gas pipe on the side of the house. That will usually lure gang members toward the house so you can rush in with the **RC Jumper** and get the data. Use phone hacks to distract other gang members if necessary.

RESEARCH POINTS

17 This research is located on the roof of the theater. To get up there, go around to the building's south side. Climb onto a lower level of the roof, where a locked gate is located. Deploy the **RC Jumper** and jump onto the air ducts to the gate's left. Jump from duct to duct to reach the CCT. Hack it to open the gate and then take control of Marcus. Go through the gate and climb up some ladders. Make your way around the front of the theater to reach the window washer lift. Take control of it and ride it up to the highest portion of the roof where the research is located.

18 This research is located in an enclosed area behind a locked gate. Take control of the forklift and move the pallet in the middle to uncover an air duct. Deploy the **RC Jumper** and drive it across the street and down into a ditch. Open the grate and drive the **RC Jumper** through the duct work. Jump out of it at the end and hack the CCT to unlock the gate. Now go in and get the case with the research inside.

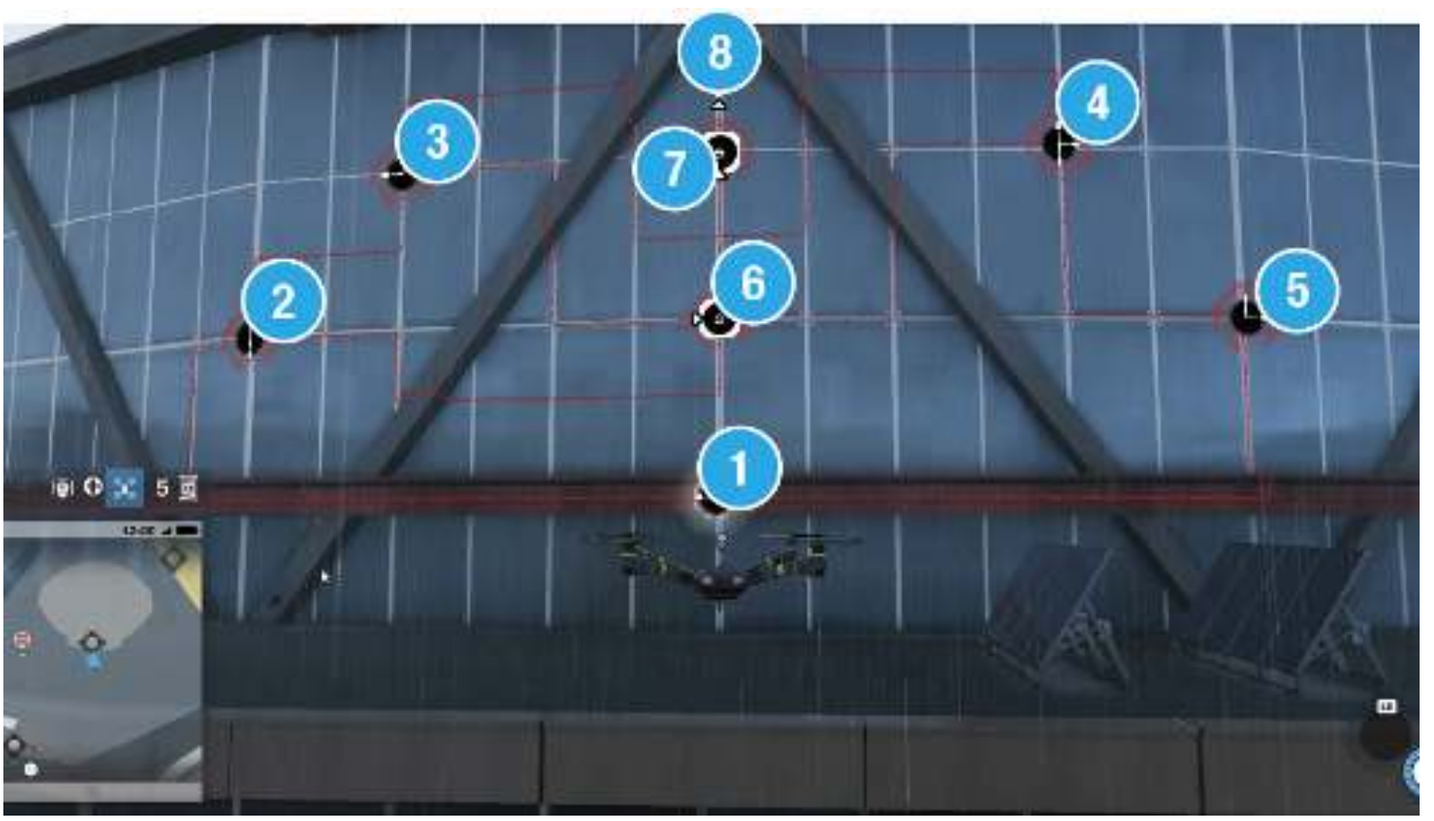
19 The Wi-Fi sniffer with research on it is located at the top of a building under construction. All you need is the Quadcopter to get it. Fly it up to the top of the building and then hack the Wi-Fi sniffer.

20 Fly the Quadcopter to the top of this building and hack the Wi-Fi sniffer behind the billboard to get the research.

21 You can hack the research here from a ctOS security breach. However, unlocking it is the tough part. The CCT is on the roof of the adjacent building. Start off by climbing onto the awning of the building with the security breach. It is located on the alley's southeast side. From there, get up to the roof and then continue across the walkway to another building. Get onto the roof of that building by standing on some pipes and then climbing. Once there, deploy the **RC Jumper**. You need to have the Enhanced Spring and Speed Boost upgrades to make the jump across to the building with the terminal. Aim to the left as you jump to avoid the wall, and land on the rooftop patio. Hack the CCT on the patio. Then you can send the Quadcopter to hack the security breach.

22 The research here is in a case in a construction area with gang members around it. Take up a position to the south behind the trailer. Deploy the **RC Jumper** and move to the trailer's right. Wait for the patrolling gang member to pass by. Jump over the barrier and into the restricted area. Distract the gang member next to the case with a phone hack and then rush in and get the case.

23 The ctOS security breach is located atop an electrical tower. The CCT is in a walled area with a locked gate. Not to worry. The barbed wire is cut on the wall's north side. Borrow a nearby car and drive it up next to the wall. Then hop onto the car and climb over the wall so you can hack the terminal. Finally, send the Quadcopter to the tower's top to hack the security breach so you can get the research.



The ctOS security breach with the research is located atop the Blume Arena. In order to unlock it, you must hack the security router and then manipulate the nodes to get the power to the security breach. Start off by moving node 1 two times. The rest of the nodes have time limits before they reset, so you have to work fast. Now move node 3 one time, node 4 two times, node 5 two times, and node 6 once to unlock it. Now move node 1 one time to send power to the left. Quickly move node 2 once, node 6 two times, and node 7 once to unlock it. Finally you need to move node 2 once, node 7 two times, and node 8 once to unlock the security breach so you can hack it and get the research.

Located under the freeway, this case with research is in a restricted area with gang members around it. Take up a position to the southeast and send in the Quadcopter to look around. Hack objects in the area's northwest section to stun enemies and lure others that way. If one stays between you and the case, hack objects to stun that gang member as well. Then send in the **RC Jumper** to retrieve the research case and bring it back to you.

MONEY

MONEY BAG

The money is on a patio area on the second floor of a building. To get onto the patio level, look for some stairs to the east that connect the patio to a smaller building. Approach that building from the south and enter an alley. Climb onto a low section of the roof. From there, climb up a ladder and then continue to the stairs and the money. Use the Quadcopter to help you find the alley and ladder.

MONEY BAG

Talk about easy money. Just walk up the stairs of this apartment complex and grab it.

MONEY BAG

The money bag is in an area behind a building and protected by several guards. There are many objects you can hack to stun the guards. Lure them over to the objects and hack them. After you stun all the guards, send in the **RC Jumper** to get the money.

SPORT BAG

A large gang surrounds this sport bag, which is on a rooftop restricted area. The easiest way to get this money is during a mission that takes place here. You will have to engage the gang if you want to get the money.

SPORT BAG

This sport bag of money is in a small, fenced area with a gang member and several dogs. Approach it from the north where there is an opening. An easy way to clear out this restricted area is to drop electroshock devices from the Quadcopter, stunning the gang member and dogs. Since there are more gang members across the street, send in the **RC Jumper** to get the sport bag so you can avoid being seen.

SPORT BAG

Located on a rooftop surrounded by gang members, this sport bag is not easy to get. Approach from the east, where there are some stairs leading to the rooftop. Climb up and take cover just outside the restricted area. Use the Quadcopter to scout out the area to see where the gang members are located and patrolling. Hack devices on the west wide to cause a distraction. Try to stun as many enemies as possible. You can also stun some on the east side. Use the taser on any that can cause problems and then send in the **RC Jumper** to get the money. Use phone hacks to distract gang members who might get close to seeing the **RC Jumper**.

MONEY BAGS

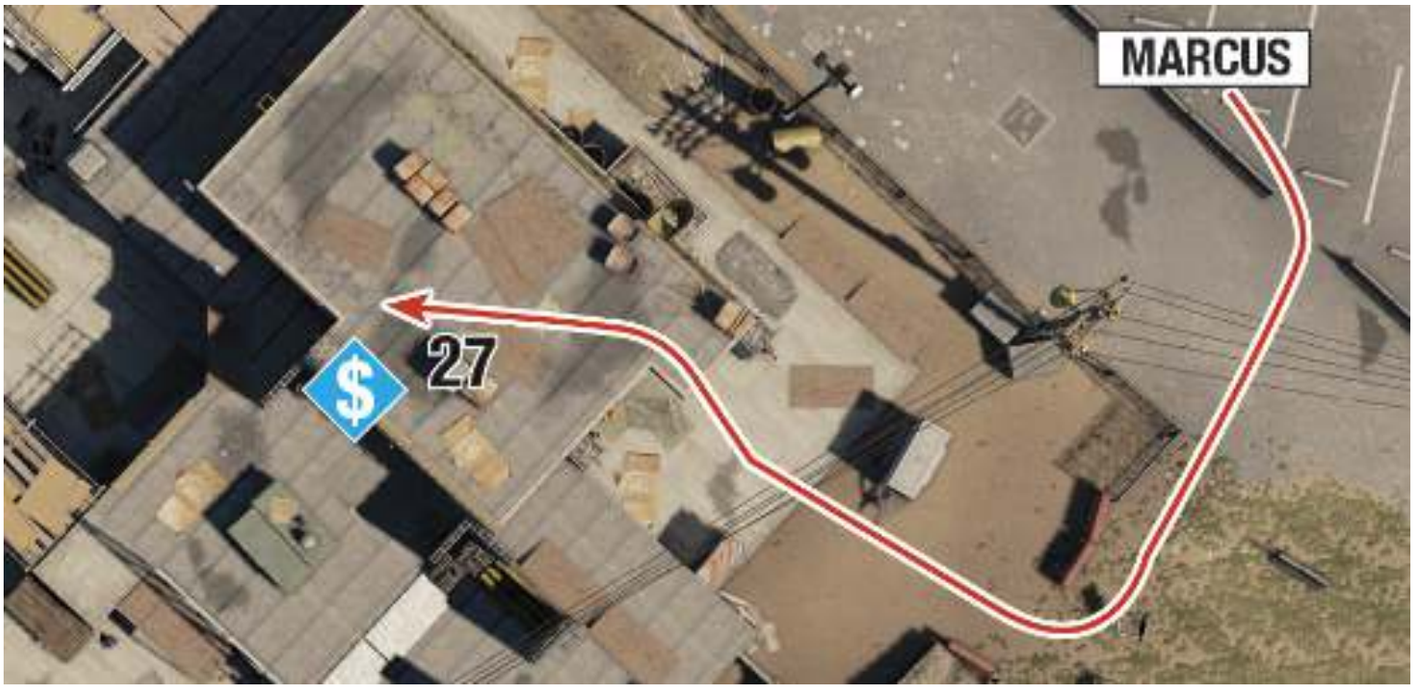
There are actually two money bags at this location and guarded by several gang members. While you may want to wait and retrieve this money during a mission at this restricted area, you can get one very easily. There is an opening in the northwest corner. Send the **RC Jumper** through this and east under the walkway to get the first money bag. It can stay completely out of sight. The second money bag is on the second floor. You can use the Quadcopter to hack the phones of specific gang members to distract them; then drive up the stairs to get the second money bag. Look for places to hide the **RC Jumper** as you go in case it is spotted.

25 MONEY BAG

This is another easy money bag to get. It is located on a bench on top of a tower at Shoreline Park. Just climb the stairs to get it.

26 SPORT BAG

While several gang members are in the restricted area where this sport bag is located, there is an easy way to get the money. Approach from the southwest and stay outside the restricted area. The sport bag is located in the lower level below the gang members. Send the **RC Jumper** down into the concrete drainage area. You can open the sluice gate remotely. Then just drive in and grab the cash.



27 SPORT BAG

This sport bag is located on the second floor of a building under construction. Gang members patrol the area. Take up a position to the east and send in the Quadcopter to scout it out. If necessary, you can also create a distraction with the forklift on the north side. Wait for the gang member patrolling the southeast corner to walk away, then drive the **RC Jumper** in through the entrance (or create one closer to you by **driving** the forklift through the fence). Drive up the stairs when it is clear and get the money.

28 SPORT BAG

This sport bag is in a fenced area with a couple gang members and a dog. There is a transformer vault near the sport bag. Try to time it correctly and you can stun a gang member and the dog. Then be ready to distract the other gang member with a phone hack. This gives you time to get in and stun him with the taser or use a melee attack before grabbing the money.

29 SPORT BAG

A few gang members patrol the cul-de-sac where this sport bag is located. Take up a position behind a white house west of the sport bag. Use the Quadcopter to see where the gang members are located and patrolling. You may be able to sneak the **RC Jumper** up behind the enemy near it and grab the money. Use a phone hack for distraction. You can also remotely take control of the vehicles in this area and drive them around to distract the gang members and lure them away from the money.

3 MONEY BAG

This money bag is located in a container storage area. While there are two main gates, there is another way into the area, which is patrolled by gang members and a dog. One container in the northwest corner is opened on both ends. Watch the gang members' patrol paths; then when it is clear, send the **RC Jumper** in to get the money bag, which is hidden under a trailer. If you need a distraction, you can hack the explosive container in the south part of the area and blow it up. That will lure enemies away from the money bag.

PAINT

4 JUMPER PAINT JOB

The paint is located on a rooftop. Climb onto the roof from the building's north side. To reach the ladder that leads to the paint, you need to hack a CCT[md]on the other side of a locked gate. Fly the Quadcopter over the fence and drop an explosive device near some propane tanks. Detonate it to clear away an opening for a duct. Now send the **RC Jumper** in through another opening on the other side of the locked gate. Drive through the duct and then hack the CCT. Now Marcus can get through the gate, climb the ladder, and grab the paint.

5 VEHICLE PAINT JOB

Located inside an apartment complex that has been taken over by a gang, this paint is not too difficult to get. Locate some shutters on the second floor on the building's south side. Move a van underneath it so you can climb through the opening and hide behind a container. Now send the **RC Jumper** along the upper walkway to the right. Open another shutter and jump through the window into a room where it can pick up the paint.

6 VEHICLE PAINT JOB

This paint is located in a housing unit with gang members around it. Approach from the east and, using a shed to help you, climb onto the building in the southeast corner. Deploy the **RC Jumper** and drive it down to the ground level, watching for enemies. The paint is in an alcove on the eastern side. Hide the **RC Jumper** in one of the alcoves along the way if enemies start coming. You can also take control of vehicles and drive them remotely to lure enemies away. When it is clear, rush in and get the paint.

CLOTHING

2 CAP LEGS

The headwear with a pair of legs on it is located on a hard-to-reach balcony. Find a van and drive it to the entrance of an eatery on the southwest corner of the same block as the clothes. Use the van to climb onto the balcony there. Then climb onto a planter to reach the roof. Make your way north toward the clothes. Once you are on the roof adjacent to the balcony, deploy the **RC Jumper** and drive it off the roof, jump across to the balcony, and pick up the clothes.

SCOUT X LOCATIONS

Guadalupe in Woodland

This mural is located on the side of a building in Woodland. You may want to move a vehicle if there is one parked in front of it to get a better shot.

Masked Musician

Look for this guitar-playing musician wearing the head of a goat in Jack London Square. He is often there in the late afternoons.

BUSINESSES

ICON	BUSINESS
13	Auto Elite (Car Dealership)
14	Street Flex (**Clothing** Shop)
15	Ohlones Kiosk (**Clothing** Shop)
16	Total Motors (Car Dealership)
17	Stache & Vine (**Clothing** Shop)
18	Pawnshop
19	Restaurant
20	Bar

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OAKLAND

South Oakland

RESTRICTED AREAS

AREA	FACTION	ENEMIES
74	Umeni Security Corps	5 guards
75	Umeni Security Corps	6 guards, 1 dog
76	580s gang	4 gang members

RESEARCH POINTS

26 You need a boat to access this research. Once you get near the navigation beacon, deploy the Quadcopter and fly over to the beach, to an opening in the center of the beacon. Hack the Wi-Fi sniffer to get the Research Point.

27 This is an easy Research Point to get. It is not located in a restricted area, so you don't need to worry about enemies. Instead, deploy the Quadcopter and fly over the building. The Wi-Fi sniffer is located inside an air duct. While there are three openings, only one leads to the sniffer. Fly in through the eastern opening until you can see the sniffer and then hack it.

28 The case containing this research is located inside the Regwell Gun Range. Use the strategies for infiltrating this restricted area as covered in the mission that takes place there.

MONEY

31 MONEY BAG

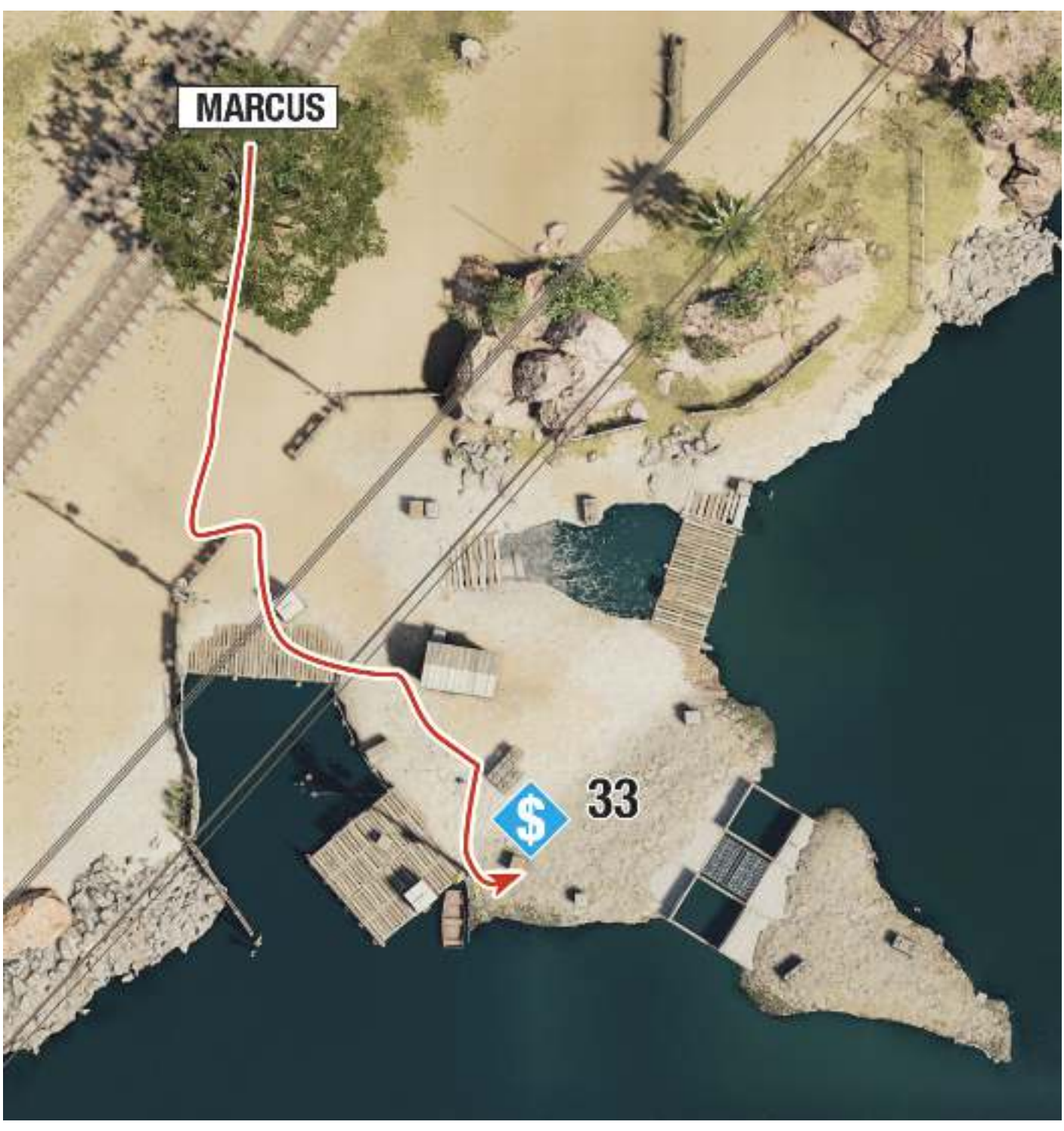
This money bag can be found at the Regwell Gun Range. Use the strategies for infiltrating this restricted are as covered in the mission that takes place there.

33 MONEY BAG

Located on the roof of a restaurant, this money bag requires a trick to get it. Walk onto the pedestrian overcrossing just south of the restaurant. Then deploy the **RC Jumper**. Jump over the railing of the walkway and onto the roof of the restaurant to get the money.

33 SPORT BAG

This sport bag of money is located at a small dock area controlled by a gang. The best way to get the money is to use the **RC Jumper**. There are a couple of patrolling enemies you need to avoid. Use containers and other objects to hide behind. You can also phone hack these gang members to distract them for a few seconds so you can slip past them. Get the money and then recall the **RC Jumper**.



BUSINESSES

ICON	BUSINESS
21	Tourist Kiosk (**Clothing** Shop)
22	Restaurant

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SAN FRANCISCO

Map Overview

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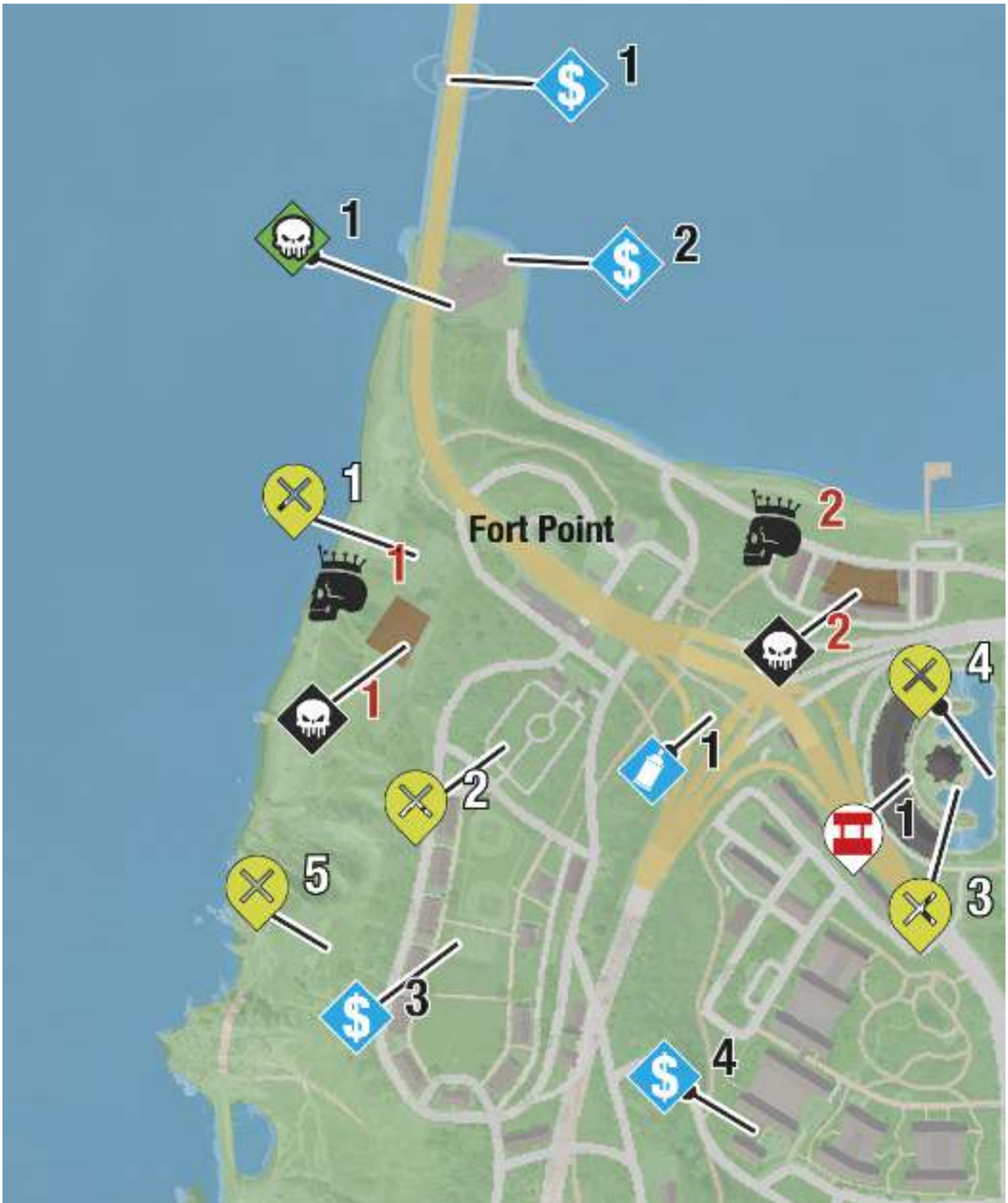
SAN FRANCISCO

Fort Point



RESTRICTED AREAS

AREA	FACTION	ENEMIES
1	Bratva Gang	6 gang members
2	Bratva Gang	5 gang members and 2 dogs
3	Bratva Gang	3 gang members

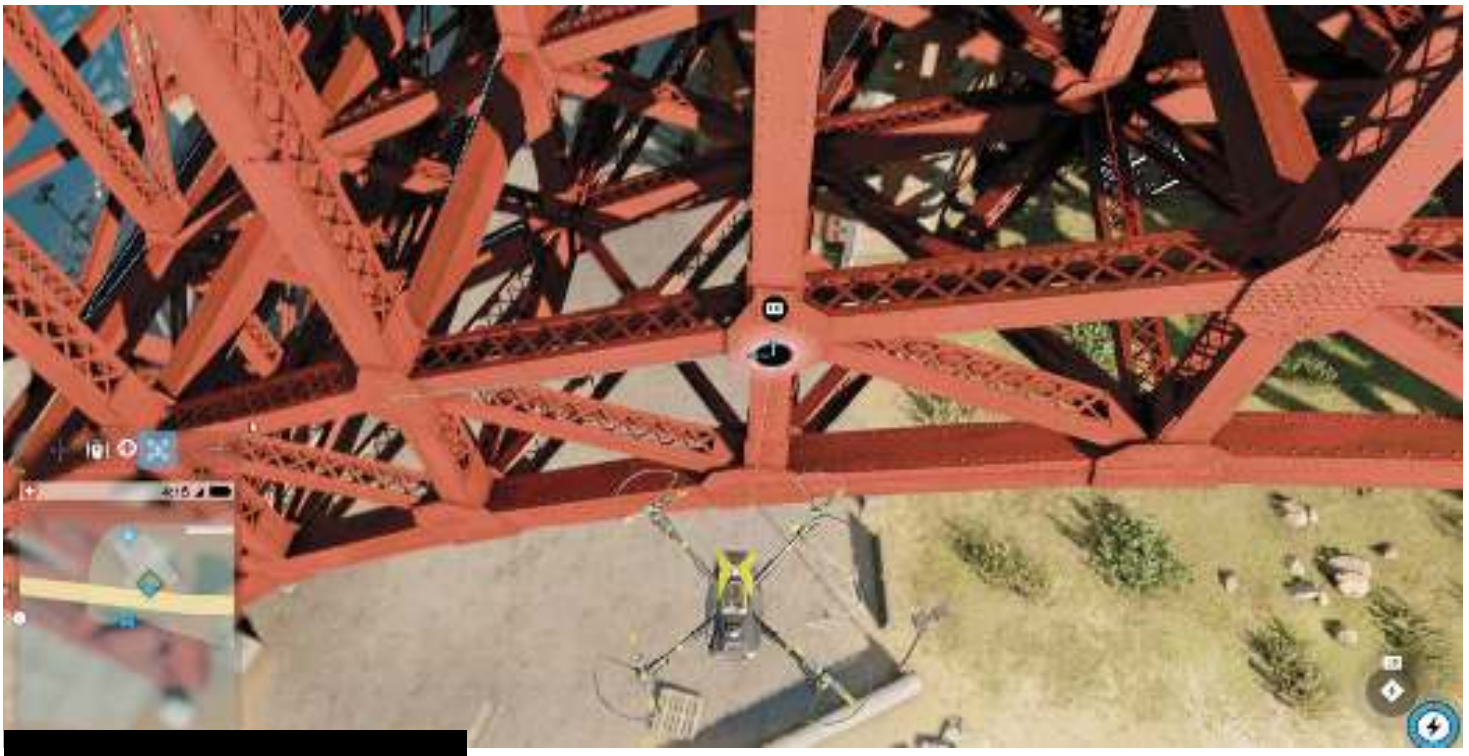
KEY DATA

1 KEY DATA IN FORT POINT

This key data is used to research **Botnet** Savings for City Hacking. The case containing the data is in small concrete structure just outside the fort. To unlock the door, you must complete the network bypass. Start by hacking the security router. Then deploy the Quadcopter and move the nodes that are located under the Golden Gate Bridge, as listed below. Use **NetHack** view to help see the connections between the nodes.

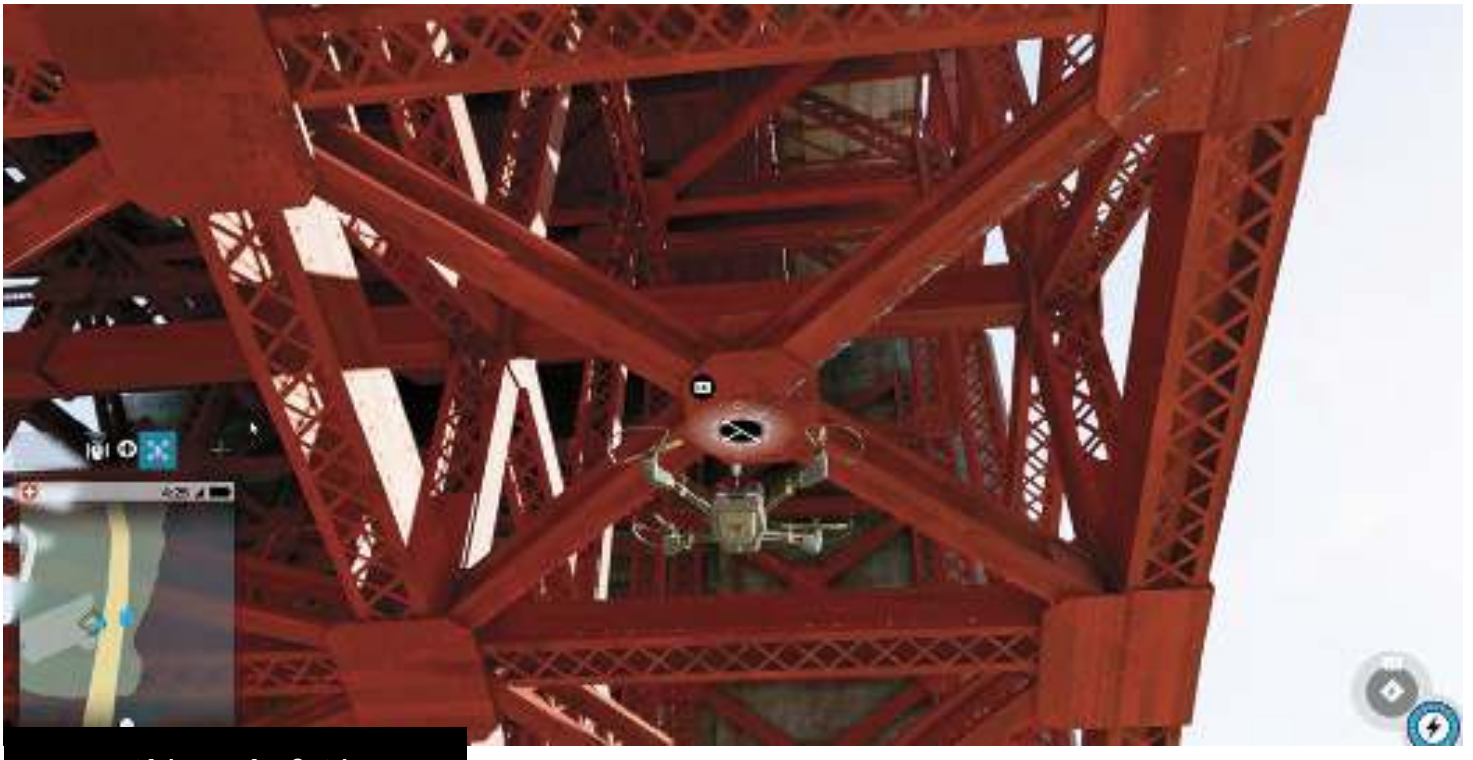
Move this node 3 times.

Move this node 1 time.

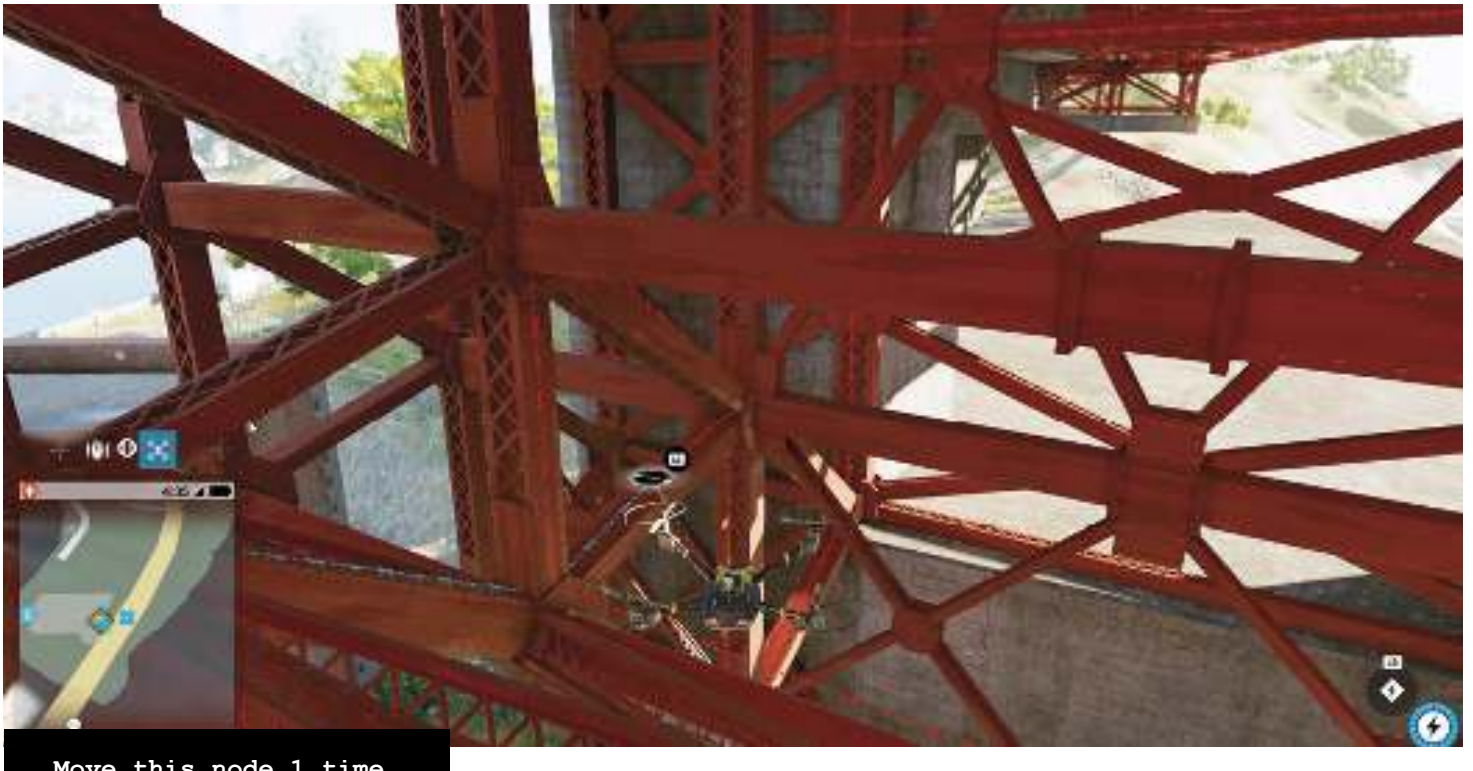


Move this node 3 times.

Move this node 3 times.

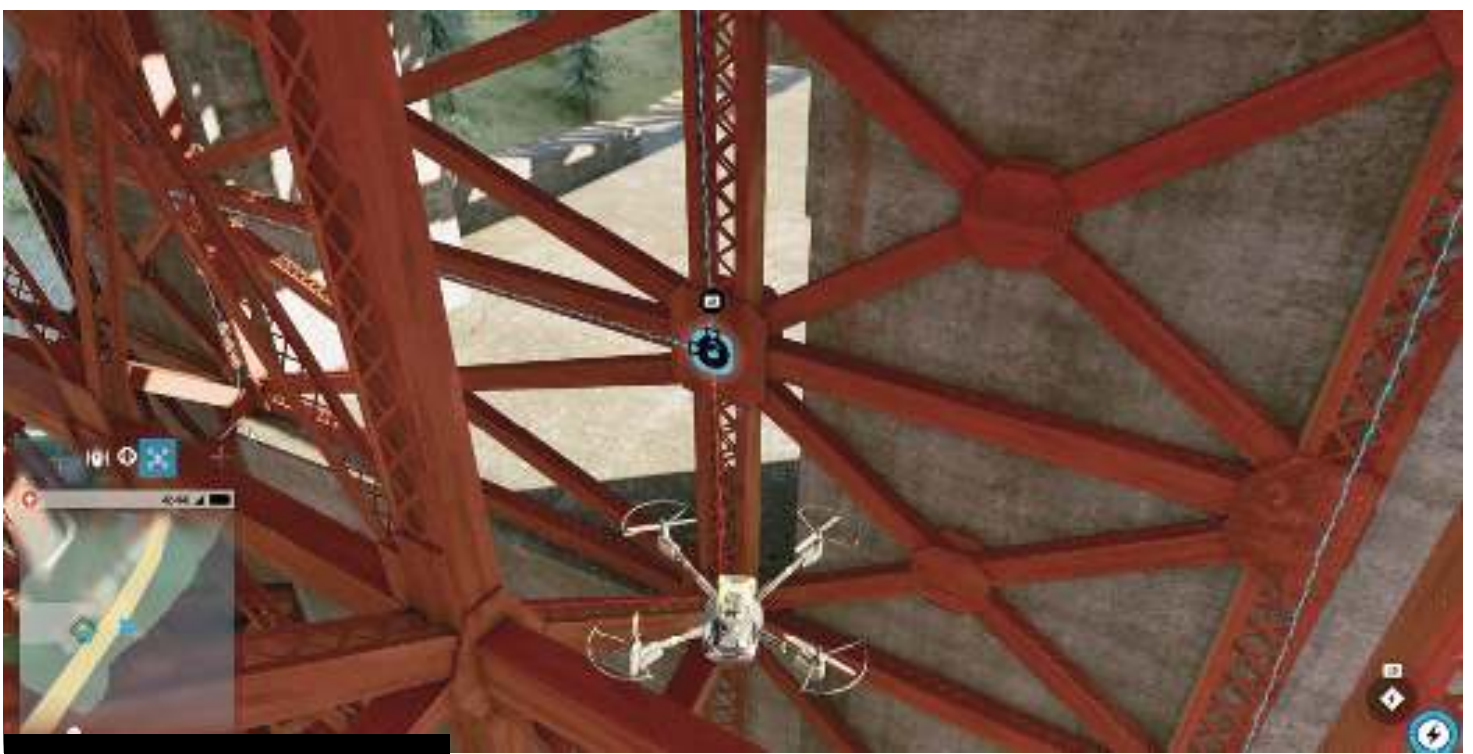


Move this node 3 times.



Move this node 1 time.

Move this node 1 time.



Move this node 1 time.

After you complete the network bypass, the door unlocks. Walk through it to get the case of research.

RESEARCH POINTS

1 There are many gang members here. You have to deal with them to get the case of research. Scout the area and locate the two gang members who can call in reinforcements. One is near an explosive, and the other walks near a gas pipe. Eliminate those two immediately. Use other hacks to stun some of the remaining enemies. Then you can either go in and stun the rest with the taser or sneak the **RC Jumper** in while they are away looking for who is causing the trouble. If you decide to go in yourself, there is plenty of cover. Start from the south and work your way toward the case.

2 While there are several gang members in this shipping depot, you can sneak in and get the case with the research. Position yourself to the west of the restricted area near the large pipe that leads into the depot. Send the **RC Jumper** into the pipe and stop at the end. Deploy the Quadcopter and create a distraction in the eastern part of the depot. There is a forklift you can control or you can drive trucks or cars. As the gang members by the case move in that direction, send in the **RC Jumper**. You may need to do a phone distract if one stays behind. Get it and get out.

MONEY

1 MONEY BAG

This money is on the southern tower of the Golden Gate Bridge. Drive out to it and then hack the window-washing lift. Lower it down, climb aboard, and take it to its highest point. Get off, climb up a ladder, and then grab the bag of money.

2 MONEY BAG

Climb to the top of Fort Point to find this bag of money on a pile of construction materials.

3 SPORT BAG

This sport bag is on an outdoor basketball court, between two vehicles. Just walk over and pick it up.

4 SPORT BAG

This money bag is on a patio at the Hook Motion Pictures studio. To get up to the patio, approach from the east and climb onto a newspaper box. From there, climb onto the sun shade and then onto the patio to get the money.

5 SPORT BAG

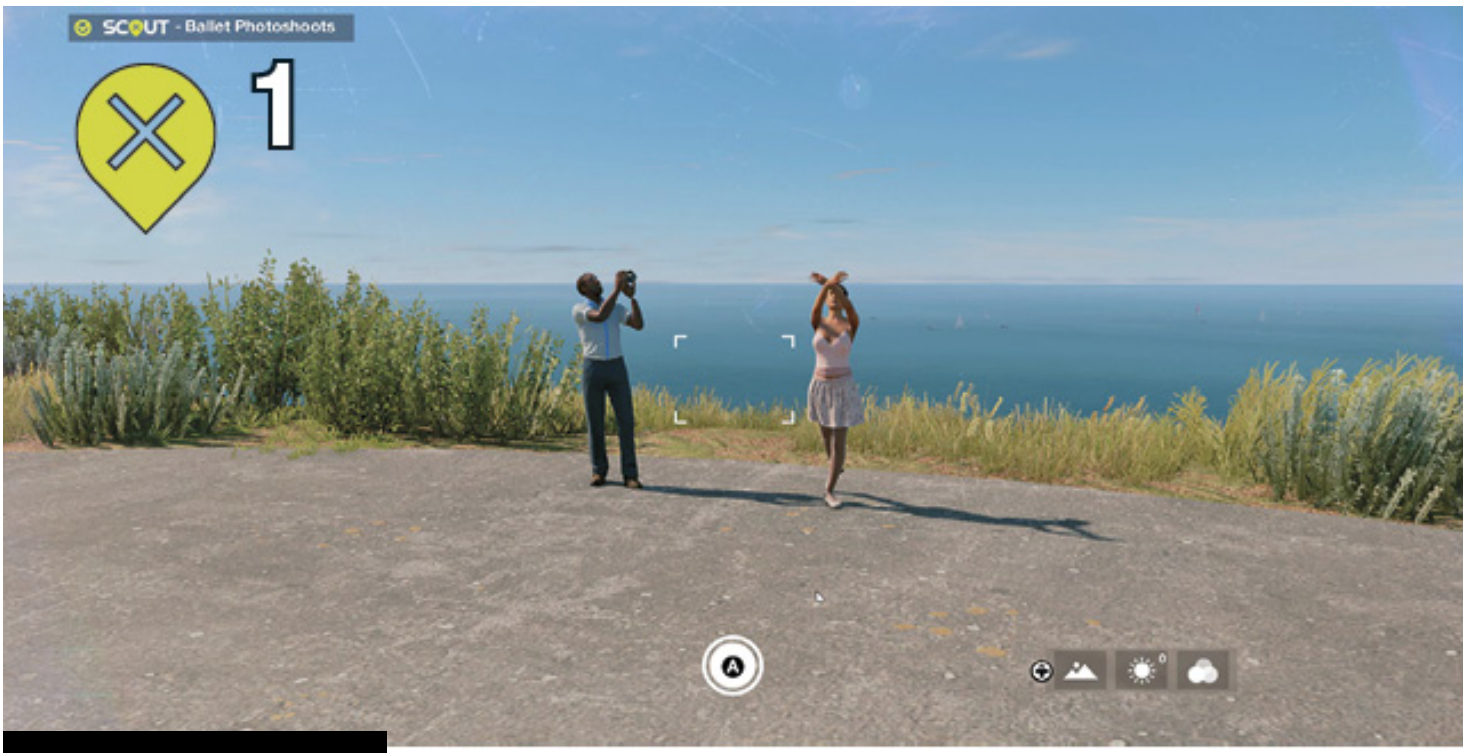
There are three gang members guarding the money at a small restricted area in the park. Scan the enemies to discover one is carrying an explosive. As long as you don't approach them, they stay together. Hack the explosive and you can take out all three. If one survives, stun him with a taser. Since the explosion will attract the police, get the money and get away.

PAINT

1 WEAPON PAINT JOB

The paint is in a container in a fenced-off area. To get it, climb onto a trailer near a large concrete pipe. Deploy the **RC Jumper**. Drive it off the trailer and jump into the pipe. From there, jump over to the container and pick up the paint.

SCOUT X LOCATIONS

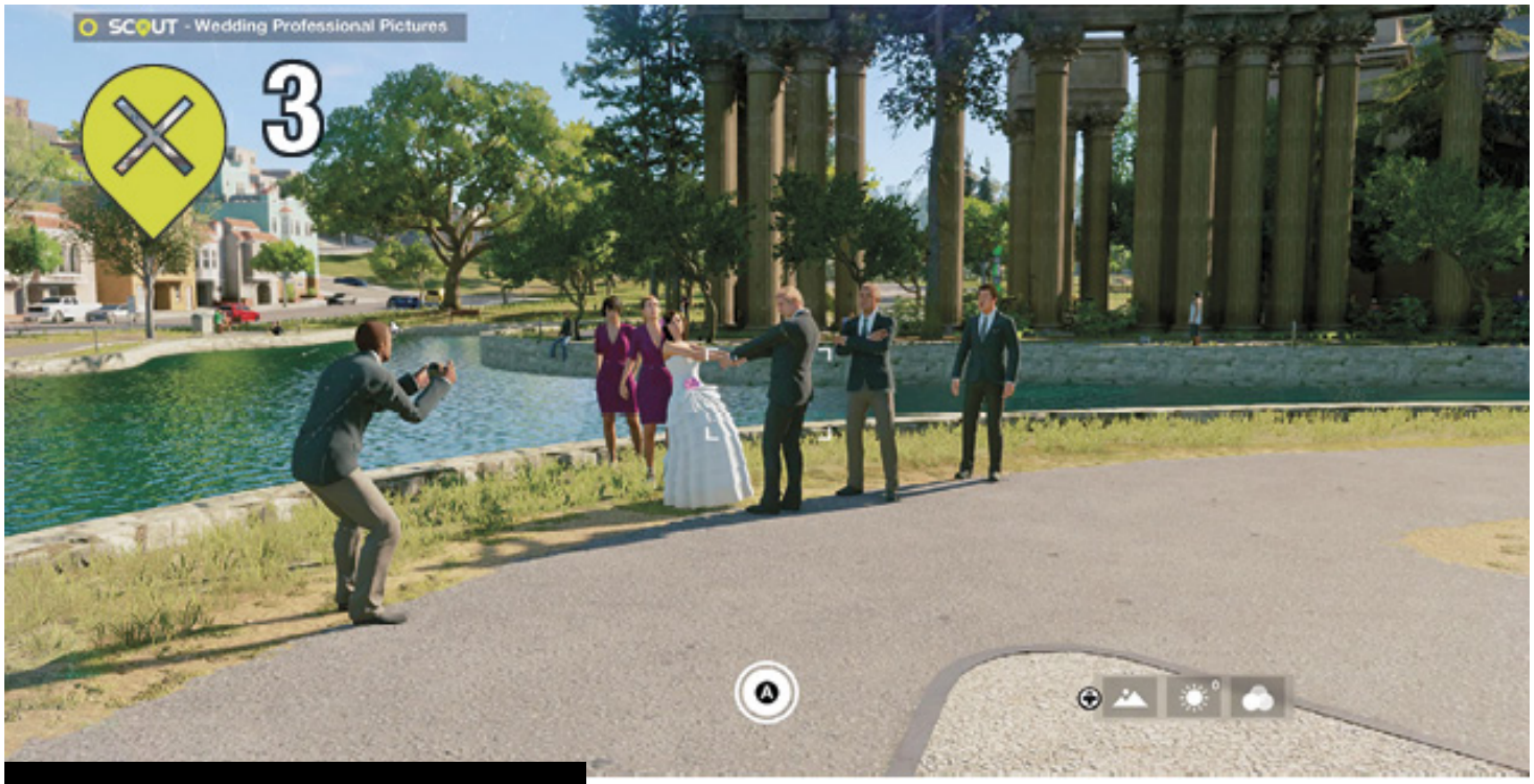


Ballet Photoshoots

Try finding these people here during the day.

Zombies

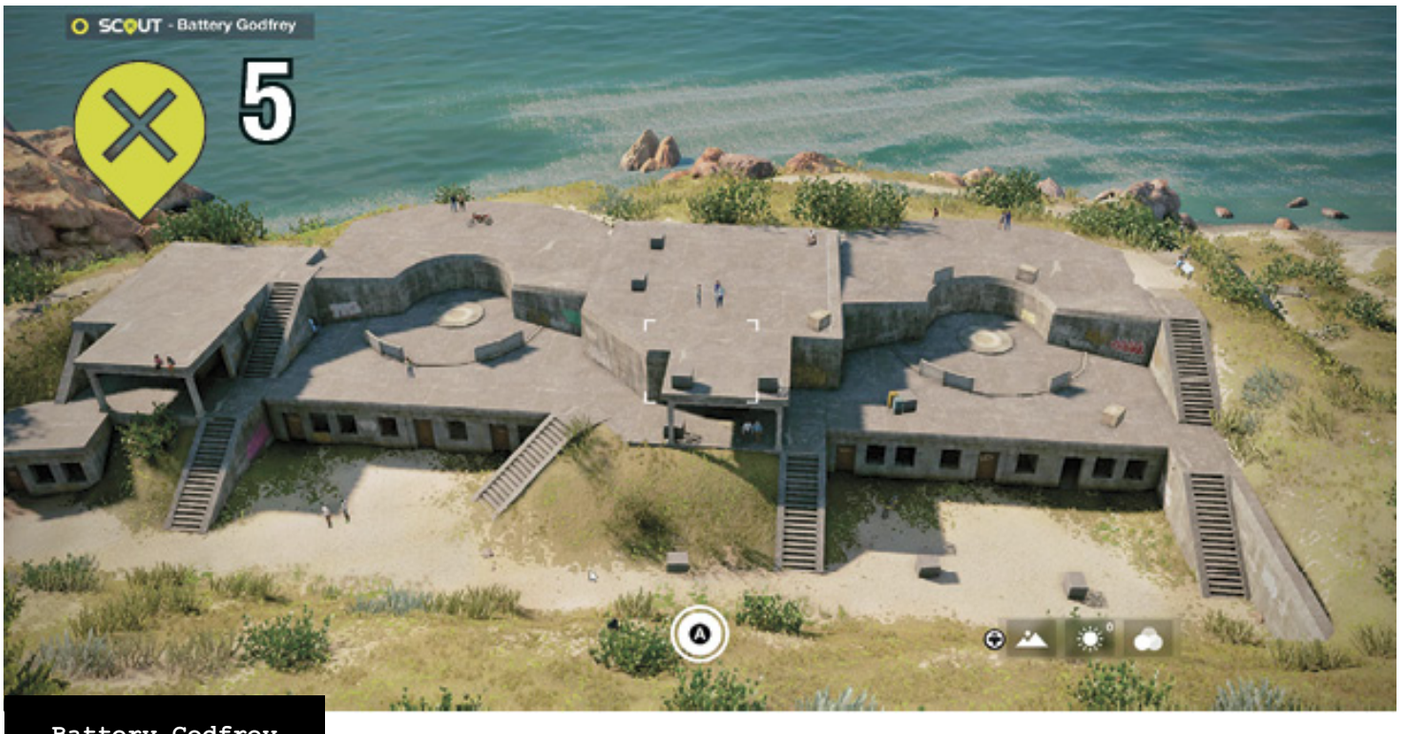
You won't find the zombies out during the day. Try at midnight. If you get too close, they might leave.



Wedding Professional Pictures

The wedding party is not always here. Try checking back in the afternoon.

Palace of Fine Arts



Battery Godfrey

Try using the Quadcopter to take this shot. You can get the entire battery in from the air.

BUSINESSES

ICON	BUSINESS
1	Tourist Kiosk (Clothing Shop)

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RESTRICTED AREAS

AREA	FACTION	ENEMIES
4	Umeni Security Corps	7 guards
5	Auntie Shu Gang	4 gang members and 1 dog
6	Umeni Security Corps	3 guards
7	Auntie Shu Gang	3 gang members
8	Umeni Security Corps	2 guards and 1 dog

RESEARCH POINTS

A Wi-Fi sniffer is inside a building on Fisherman's Wharf. You need to hack two closed-circuit terminals (CCTs) to get to it. The first is a small concrete structure on the southeast corner of the building. Send the RC Jumper through a grate to hack it. That opens a grate on the roof. Now use a nearby scissor lift to get onto the roof. Send the RC Jumper in through the grate and into an air duct. It leads to a small room. Jump over the boxes and go into another air duct. The second room you enter has an upright duct. Jump onto the top and drop into another duct. Finally you reach the destination room. Jump over a wooden crate and hack the sniffer to get the research. Hacking the CCT in this room unlocks a grate at the end of the next air duct that takes you back outside.

You can obtain this research during a mission that takes place at this restricted area. However, you can also get it easily with the RC Jumper. Start near the southeastern side of the restricted area. There are some stacks of pallets you can jump on to reach the roof of a small building to the gate's right. Once there, drop down to the ground level on the right side and then move toward the large building where the research is located. To the right of the door is a grate you can open. Drive through the opening and into the building. Now you need to get to the second level. You can drive up the stairs; just be careful of the guard at the top. Otherwise, you can jump on some crates to get there. Pick up the case with the research and then leave. You can also pick up a money bag that is near the research.

This Wi-Fi sniffer is located under a seafood restaurant. Look for an opening under one of the stairs leading to the restaurant, and send in the RC Jumper. Follow the path around and then hack the sniffer once you find it.

MONEY

$ SPORT BAG

This money bag is located at the end of a jetty. Just walk out there and pick it up.

$ MONEY BAG

Pick up this money bag when you get the research case at the same time. They are right next to each other.

$ MONEY BAG

Located at the end of the dock are two money bags and several gang members and a dog. There is no sneaky way to get the money. You need to take out the enemy. If you have the upgrade for the Quadcopter and can drop charges that explode or stun, that is a great way to clear out a few. Then from behind cover just outside of the restricted area, stun other enemies with the taser. Stun the dog as well. Then you can just go in and get the money.

$ SPORT BAG

There are three guards near this sport bag of money. Approach from the north and climb onto the building to the west of the restricted area. If you can hack a car remotely, that can provide a great distraction. Drive one out of the restricted area and crash it. While the guards are investigating, send the RC Jumper down to get the money. You can also take cover behind the air duct on the roof and shoot the guards with the taser. You can also hack a transformer vault to deal with one guard.

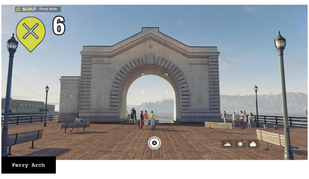
$ SPORT BAG

This sport bag is in an underground parking area with some gang members. Instead of entering through the garage door just off the street, head up some stairs to the east, walk west along a yard area, and then descend some stairs into the west end of the parking area. Take cover behind a barricade. Stun the nearest enemy, either with the taser or the transformer vault. Then advance through the garage from cover to cover. Stun the remaining guards one at a time. You may even want to use the RC Jumper as a distraction. Once they are all unconscious, hop in one of the cars and drive it through the fence so you can get the money on the other side. Then get out of there before the gang members wake up.

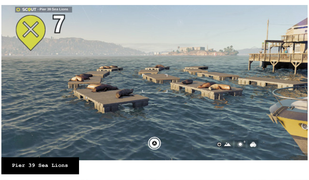
$ SPORT BAG

The sport bag is on the second level of a parking garage. It is behind a fenced area. Take control of the camera inside the area and then hack one of the explosive containers to detonate it. The explosion breaks open the fence so you can walk in and get the money.

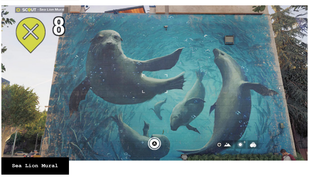
SCOUT X LOCATIONS



Ferry Arch

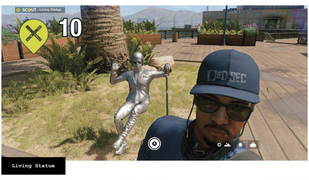


Pier 39 Sea Lions

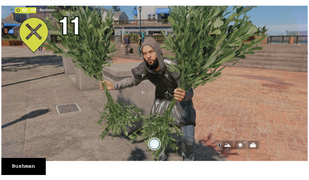


Sea Lion Mural

The Crab



Living Statue



Bushman

BUSINESSES

ICON	BUSINESS
2	Tourist Kiosk (Clothing Shop)
3	Restaurant
4	Tourist Kiosk (Clothing Shop)
5	Auto Elite (Car Dealership)
6	Restaurant
7	Tourist Kiosk (Clothing Shop)
8	Plainstock (Clothing Shop)

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WATCH_DOGS 2

SAN FRANCISCO
Lomard Street

RESTRICTED AREAS

AREA	FACTION	ENEMIES
9	Umeni Security Corps	6 guards
10	Auntie Shu Gang	5 gang members and 1 dog
11	Auntie Shu Gang	3 gang members
12	Auntie Shu Gang	3 gang members
13	Auntie Shu Gang	3 gang members
14	Auntie Shu Gang	2 gang members
15	Umeni Security Corps	2 gang members and 1 dog
16	Auntie Shu Gang	3 gang members and 1 dog
17	Auntie Shu Gang	3 gang members
18	Auntie Shu Gang	5 gang members
19	Umeni Security Corps	3 guards
20	Auntie Shu Gang	4 gang members

KEY DATA

2 KEY DATA IN LOMBARD STREET

The key data here is used to research Tweaked Blast. It is located on a rooftop near Lombard Street. Just send the Quadcopter to the roof and hack the Wi-Fi sniffer to get the key data.

1 KEY DATA

The key data in Chinatown is used to research the Massive Vehicle Hack. It is in a duct on a building's roof. First climb the ladder on the west side of the building and hack the CCT there. Then deploy the Quadcopter and send it to open a grate and then fly into the duct, where it can find the Wi-Fi sniffer. Hack the data and you are done.

RESEARCH POINTS

2 The Wi-Fi sniffer containing this research is located under a house. On the northern wall, open a grate and send in the Quadcopter. Fly through the air duct to find the sniffer, then hack the research.

1 The research is in a brick structure next to a house. Fly the Quadcopter through a hole in the wall to find a Wi-Fi sniffer among some plants. Hack the sniffer to get the research.

There are three gang members in this area. The case with the research is next to a shed in the backyard of a home. One of the enemy patrol around. Send in the RC Jumper to the yard's side entrance. Wait for the patrolling enemy to walk away and hack the gang member by the shed with a phone distraction. Then roll in and get the case before anyone sees you.

The case with the research is on an elevated patio. Climb up the stairs on the west side and take cover behind a planter pot outside the restricted area. There are two gang members with both looking away from the case. The third gang member is patrolling around. Wait for him to take a position where he is looking at the building. Then send in the RC Jumper through the patio's central area, using planters for cover. Get the case and get out. You can do it without anyone seeing you.

There is a Wi-Fi sniffer under a deck on the roof of a house. Send the Quadcopter to hack it and get the research.

Deploy the Quadcopter and take a grab on the roof of this house. Open it and fly inside. Follow the air duct around to find the Wi-Fi sniffer and hack it. The research is all yours.

MONEY

M SPORT BAG

The sport bag is in a tower courtyard with lots of guards around. Deploy the RC Jumper and hop into the plants atop the eastern wall of the courtyard. Climb to the northeastern corner. Drop down into the courtyard and hide behind planter. Wait until there is only one guard facing the sport bag. If he does not turn around, distract him with a phone hack so you can rush in and get the money.

M SPORT BAG

The money is behind a fenced area in an parking garage. Open the garage door at street level and enter. Take control of the forklift and then drive it through the fence so you can walk in and get the sport bag.

M SPORT BAG

This money is tougher to get. It is in a backyard area accessible by alleys and guarded by gang members. You want to go after the money from the southeastern entrance. However, you need to create a diversion to the west. Hack some objects to stun enemies or even use your taser on one or two. As most of the gang members go west, advance along the southeastern route. You may run into one enemy, so taser him and then send the RC Jumper to get the money since it is more difficult for the gang to

spot from a distance. For an alternate way to do this, take the window-washer lift on the side of the church up to the roof. Leave the RC Jumper behind on the ground near the southeastern entrance, but hide it. Then from the rooftop, either shoot some of the gang members below with a taser or a sniper rifle. You are safe on the roof. When the enemy move toward you, send in the RC Jumper.

M MONEY BAG

This backyard in an alley has an entrance to the north and one to the south. Three gang members and a dog guard it. One enemy patrols while the others are stationary. Send the Quadcopter overhead to scout out. Also try to stun as many as possible by hacking HUAC units, transformer vaults, and junction boxes. You should be able to get most of them. Then you can use the last one with a taser. If your Quadcopter can drop electroshock devices, you can set up traps so that when an enemy goes to investigate, they walk right into one.

M SPORT BAG

This sport bag is in an backyard between buildings. There are entrances to the north and to the east. If you are patient, you can stun two gang members when they are near the HUAC unit. Then the third gang member, who carries a sniper rifle, has an explosive on him. Hack it and blow him up. Then just move in and get the money. There are several other hackable objects in this area you can use to stun enemies.

M MONEY BAG

This is another backyard in between buildings. Two gang members and a dog guard the money. If you time it right, you can hack the transformer vault and get the dog and one of the gang members. Then hack something else to get the other gang member. Or you can hack the explosive he is carrying. Once all enemies are down, go in and get the money.

M MONEY BAG

This is easy money. The bag is located in a container in a construction area. Have the RC Jumper jump onto the pallet blocking the container opening and then send it into the container to get the money.

M SPORT BAG

The sport bag of money is on a rooftop courtyard. There are several gang members patrolling the area. The route to the money is through a yard area near the northwest alley. Wait for two gang members to come down from the room and go down the alley. As soon as they do, head in that direction, move to the ladder, and climb onto the roof. Go around to the northwest corner where you can climb on some ducts to get to the courtyard. Pick up the money and wait there. The two gang members come back up on the roof. Wait for them to leave and then exit the way you came in.

M MONEY BAG

This money bag is hiding behind some garbage bags on the sidewalk. Just pick it up and it is yours.

CLOTHING

1 CAP CROSSROADS

This cap is on a balcony of an apartment. To reach it, climb up on a small shed. From there, climb onto a few buildings and make your way around to the balcony so you can add this cap to your wardrobe.

2 T-SHIRT FERRY BUILDING

Climb onto a nearby shed and head up to the roof. This shirt is on a patio area here.

3 SWEATER JAPANTOWN

This sweater is atop a duct in a fenced area on a tower rooftop. Drive the nearby van next to the building so you can climb onto an overhang. From there, climb over a glass barrier and then a fence to get the sweater.

4 SUITKO TOWER MASK

There are four gang members guarding this mask. Luckily there are several hackable objects you can use to stun three of them. Use the Quadcopter to fly overhead and hack; once three are down, move in and take down the fourth. Then pick up the mask and make your escape.

SCOUT X LOCATIONS

This musician can be tough to find at the location. Try in the morning. If it is raining or at night, you won't find him there. Just keep coming back until you get the shot.

BUSINESSES

ICON	BUSINESS
9	Coffee Shop
10	Pawnshop
11	Restaurant
12	Torque Rat Bike Shop (Clothing Shop)
13	Pawnshop

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SAN FRANCISCO
Coit Tower

RESTRICTED AREAS

AREA	FACTION	ENEMIES
21	Auntie Shu Gang	5 gang members
22	Auntie Shu Gang	4 gang members
23	Umeni Security Corps	3 guards and 1 dog
24	Auntie Shu Gang	3 gang members and 1 dog
25	Umeni Security Corps	3 guards

KEY DATA

4 KEY DATA IN COIT TOWER

This key data is used to research Strong Grip. It is in a backyard and guarded by four gang members. Approach from the north and take cover behind some pallets on a platform across the alley from the restricted area. Send the `RC Jumper` to open a grate on the north side of the restricted area near the case with the key data. Drive around and open the grate at the other end, but don't leave the duct yet. Now use the Quadcopter to look down on the enemies and hack objects to stun enemies on the area's eastern side. For example, lure a gang member over to the gas pipe and detonate it. Set a trap on the transformer vault as well as the junction box near the stairs to catch those who are responding. As soon as the enemy are on the yard's eastern side, quickly send the `RC Jumper` to get the case on the western side. You can also use the taser to stun enemies who get in the way.

RESEARCH POINTS

Send the Quadcopter up to hack the Wi-Fi sniffer on the roof and get the research. If you don't have it yet, send in the `RC Jumper`. Climb onto the roof as far as you can, starting from the south, and then send the `RC Jumper` through a hole in the fence and up to where the sniffer is located.

The case containing research is protected by three guards and a dog. Luckily there are many hackable objects. Start by hacking the junction box and set a trap there. Lure the guard over to it to get stunned. Then quickly set off the transformer vault and the HVAC unit to stun the rest. If you did not stun the dog in the process, hit it with a taser. Then walk in and get the case.

A Wi-Fi sniffer with the research is in a small, strange room on a rooftop. Approach from the north and locate a CCT. Use the `RC Jumper` to go through a duct to get to it. After hacking it, climb to the roof and open the grate that you just unlocked. Send the `RC Jumper` into the duct and follow it around until you get to the sniffer. Then hack it for the research.

The research is in a Wi-Fi sniffer on a navigational beacon. You don't need to get a boat. Just send the Quadcopter out from one of the piers to hack the sniffer and get the research.

MONEY

21 SPORT BAG

The sport bag of money is located on the roof of the WKZ station. Use the scissor lift located to the station's south to get onto the roof. Then walk over and pick up the money. There is also some paint on this roof, so you might as well pick it up while you are there.

22 SPORT BAG

The money is located on a rooftop along with three gang members and a dog. You can get to the roof via a nearby scissor lift. Hide behind cover in the northwestern corner outside of the restricted area. Set a trap at the junction box to stun one of the enemies. Then hack the HVAC unit. When it blows, it takes out the gas pipe as well, stunning or eliminating the other two guards and the dog if nearby. Use the taser to stun any remaining enemies and then get the money and leave.

23 MONEY BAG

This money bag is in the park next to a tent. Just walk over and pick it up.

24 SPORT BAG

The money is on a rooftop. Enter an alley from the north and then continue onto a patio south of the money. Climb onto a patio cover and from there onto the rooftop. Head north and climb down from one roof and then up onto another. Continue climbing until you get to the money and pick it up. You can also use a nearby scissor lift to get onto the rooftop.

PAINT

2 VEHICLE PAINT JOB

Get this paint the same time you get the sport bag of money on top of WKZ Station.

3 WEAPON PAINT JOB

The paint is on the roof of a building. The northeast corner of the building is like a staircase. Climb up one level, then get onto a planter and climb to the next level. Continue until you reach the roof and grab the paint.

CLOTHING

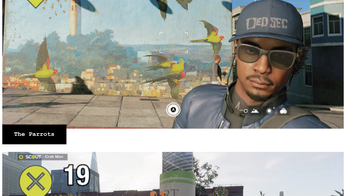
5 CAP LAKE MERRIT

The cap can be found in a restricted area with five gang members. Since they are grouped close together right next to a gas pipe, junction box, and transformer vault, you can quickly hack all three you, taking out most if not all of them. Stun any remaining with the taser and then go get the cap to add to your wardrobe.

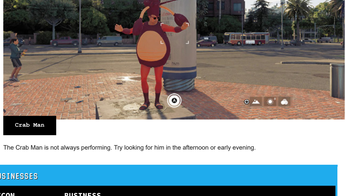
SCOUT X LOCATIONS

Digital Emperor

Coit Tower



The Parrots



Crab Man

The Crab Man is not always performing. Try looking for him in the afternoon or early evening.

BUSINESSES

ICON	BUSINESS
14	Tourist Kiosk (`Clothing` Shop)
15	Coffee Shop
16	Bar
17	Restaurant

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SAN FRANCISCO
Embarcadero

RESTRICTED AREAS

AREA	FACTION	ENEMIES
26	Umeni Security Corps	5 guards
27	Auntie Shu Gang	2 gang members
28	Umeni Security Corps	3 guards
29	Umeni Security Corps	3 guards

KEY DATA

5 KEY DATA IN EMBARCADERO CENTER

This key data is used to research Engine Overdrive. It is located in a small enclosed area in the parking garage below the Embarcadero Center. Enter the garage area from the east and take up a position south of the restricted area and away from the doorway. Use the cameras inside the area to see where the guards are located. Two are facing away and one is patrolling. Send in the **RC Jumper**. Wait until the patrolling guard is looking away from the case and then distract him with a phone hack. Quickly send in the **RC Jumper** to get the case with the key data and then get out. They won't even know you were there.

6 KEY DATA IN FERRY BUILDING

This key data is used to research Remote Gadgets. It is easy to get. Just fly the Quadcopter up near the clock tower of the ferry building and hack the ctOS security breach to get the data.

RESEARCH POINTS

11 There is a Wi-Fi sniffer on a rooftop with the research. You can easily send the Quadcopter up there to hack it. Otherwise, you can climb to the roof using ladders and then hack it with your phone.

13 Fly the Quadcopter up to a billboard on the side of a building and then around to the back to find the Wi-Fi sniffer. Hack it to get the research.

14 The case of research is in a locked room in an underground parking garage. Go through the garage door and locate the locked door. Hack the nearby camera to look inside the room. Hack the tablet on the table inside the room to unlock the door. Now you can open the door and walk into the get the research.

15 This Wi-Fi sniffer with the research is in a duct underneath the deck of a restaurant. You have to use an electroshock device to make an opening under the deck. Do this next to the steps on the south side. Then send in the **RC Jumper** to find the duct. Go inside and hack the sniffer to get the research.

MONEY

25 MONEY BAG

This money is on a roof. To get up there, look for some stairs on the west side of this block of buildings. Climb over a railing to reach the stairs and continue up more stairs. Climb onto the roof to get the money bag.

26 MONEY BAG

Located in an air duct on the roof of a building, this money bag is not tough to get. To get on the roof, climb onto a planter in the plaza in the middle of the building, which you can access from the east. Now deploy the **RC Jumper** and send it into the duct on the southern part of the building to get the money.

27 MONEY BAG

This money bag is located on the loading dock between buildings. Just walk up and take the money.

28 MONEY BAG

When you reach the north side building where this money bag is located, walk down the stairs on the western side. Then send the **RC Jumper** through one of the openings in the side of the building. The money bag is under the entrance walkway. Roll in and get it.

29 MONEY BAG

This bag of money is in a covered area where three guards are watching. Use the cameras inside to keep track of where the guards are located. There are several hackable objects that you can use to stun the guards. Move in and tase any remaining foes. There is plenty of cover in the restricted area, so use it. You can also use the forklifts to cause a diversion. Lead the guards away from the money, then send in the **RC Jumper** to get it.

PAINT

4 JUMPER PAINT JOB

To get the paint, you have to get past five guards. The elevated walkway leading to the paint is only half covered by the restricted area. Deploy the **RC Jumper** and start rolling. Take cover behind planters and roll along the walkway's north side. Some of the guards face south the entire time, so don't worry about them. As soon as they move into your path, distract them with a phone hack and roll past them. Come around the northern side of the stairs and phone hack the guard in that area to make sure he doesn't see the **RC Jumper** as it gets the paint.

CLOTHING

6 SWEATER FISHERMAN'S WHARF

This sweater is on the roof of a building. Approach from the south and use the window-washer lift to reach the top of the building. There you will find a motorcycle. Climb on and aim at the ramp. You need the Engine Override upgrade so you can give it extra speed. You have to hit the ramp straight on in order to land on the part of the roof where the sweater is located. Once you stick the landing, pick up the sweater and be on your way.

BUSINESSES

ICON	BUSINESS
18	Auto Elite (Car Dealership)
19	Plainstock (**Clothing** Shop)

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RESTRICTED AREAS

AREA	FACTION	ENEMIES
30	Bratva Gang	7 gang members
31	Bratva Gang	3 gang members and 1 dog

KEY DATA

7 KEY DATA IN CLIFF HOUSE

This key data is used to research Target Weakness. The case with the data is located on the walkway on the building's west side. There are several gang members in this area. You can get the case when you do the mission at this restricted area. However, you can also go in and get the data outside of a mission. Take control of the scissor lift next to the building. Drive it around to the front of the building and get up onto the roof. Deploy the **RC Jumper** and have it drop from the roof right next to the case. Pick it up and then get out of there.

RESEARCH POINTS

21 Use the nearby scissor lift to reach the balcony above the restaurant where the research is located.

21 This research is located under a bridge. Just walk down there and pick it up.

22 The ctOS security breach is located on a windmill. It is low enough that you can hack it with your phone to get the research.

MONEY

31 MONEY BAG

Three gang members and a dog are protecting this money bag on a basketball court. This area is wide open, so it is not possible to sneak in and get it. A good tactic is to throw an electroshock device near the gang members and detonate it. If you can drop them from the Quadcopter, that is even better. Stun as many as you can with that device, then tase the rest. Move in and get the money.

SCOUT X LOCATIONS

Murphy Windmill

BUSINESSES

ICON	BUSINESS
20	Restaurant

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SAN FRANCISCO
Civic Center

RESTRICTED AREAS

AREA	FACTION	ENEMIES
32	Umeni Security Corps	7 guards
33	Umeni Security Corps	3 guards
34	Umeni Security Corps	4 guards
35	Umeni Security Corps	3 guards

RESEARCH POINTS

There are many guards in the restricted area where this research is located. Approach from the northwest. Send in the `RC Jumper`. Distract the guard patrolling under the scaffolding with a phone hack. Jump onto a pallet and then up to the first level of the scaffolding. Distract the guard on that level and drive to the opposite end. Then jump onto another pallet and from there, up to the second level of scaffolding. Once there, get the case with the research. You can also hack some objects out in the parking area where most of the guards are patrolling to focus their attention there and not on the scaffolding.

The case containing the research is protected by four guards. Approach from the west. Stay on the southern side of the restricted area and use planters for cover. Only one guard is patrolling. When he gets close to you, tase him. Then tase the guard closest to the case. Make sure no one else is looking, then send in the `RC Jumper` to collect the case.

Send the Quadcopter to hack the ctOS security breach on the roof of the building in order to get the research.

A Wi-Fi sniffer with the research is on top of the tall pillar in the middle of Union Square. Send the Quadcopter up to hack it.

This research is located under some stone stairs. Send the `RC Jumper` through a hole to hack the Wi-Fi sniffer inside to get the research.

MONEY

31 MONEY BAG

The money bag is on an upper courtyard with three guards in the restricted area. Approach from the south and stay downstairs from the upper level. Send in the `RC Jumper`. Drive it up the stairs. Distract the guard by the stairs with a phone hack and then move to the top of the stairs and take a left to get to the southern part of the courtyard. There is another guard who is patrolling the area around the money. Distract him and then go for the bag of cash.

32 MONEY BAG

Three guards are in the restricted area with the money bag. There are three hackable objects; use them to stun the guards inside and go get the money.

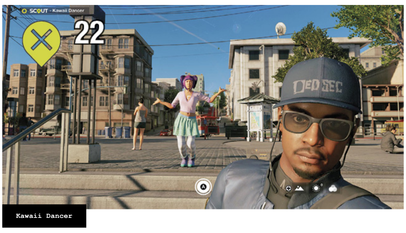
CLOTHING

7 CABLE CAR MASK

This mask is located on a rooftop patio. Take the stairs to the building's southwest; then climb onto some planters to reach the roof. Just walk over and get the mask for your collection.

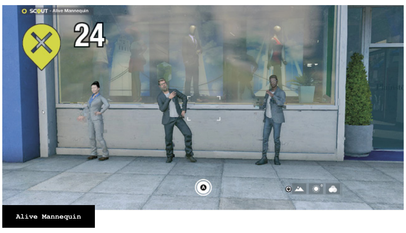
SCOUT X LOCATIONS

Ukiyo-e



Kawaii Dancer

Peace Pagoda



Alive Mannequin

BUSINESSES

ICON	BUSINESS
21	Coffee Shop
22	Plainstock (`Clothing` Shop)
23	William Finn (`Clothing` Shop)

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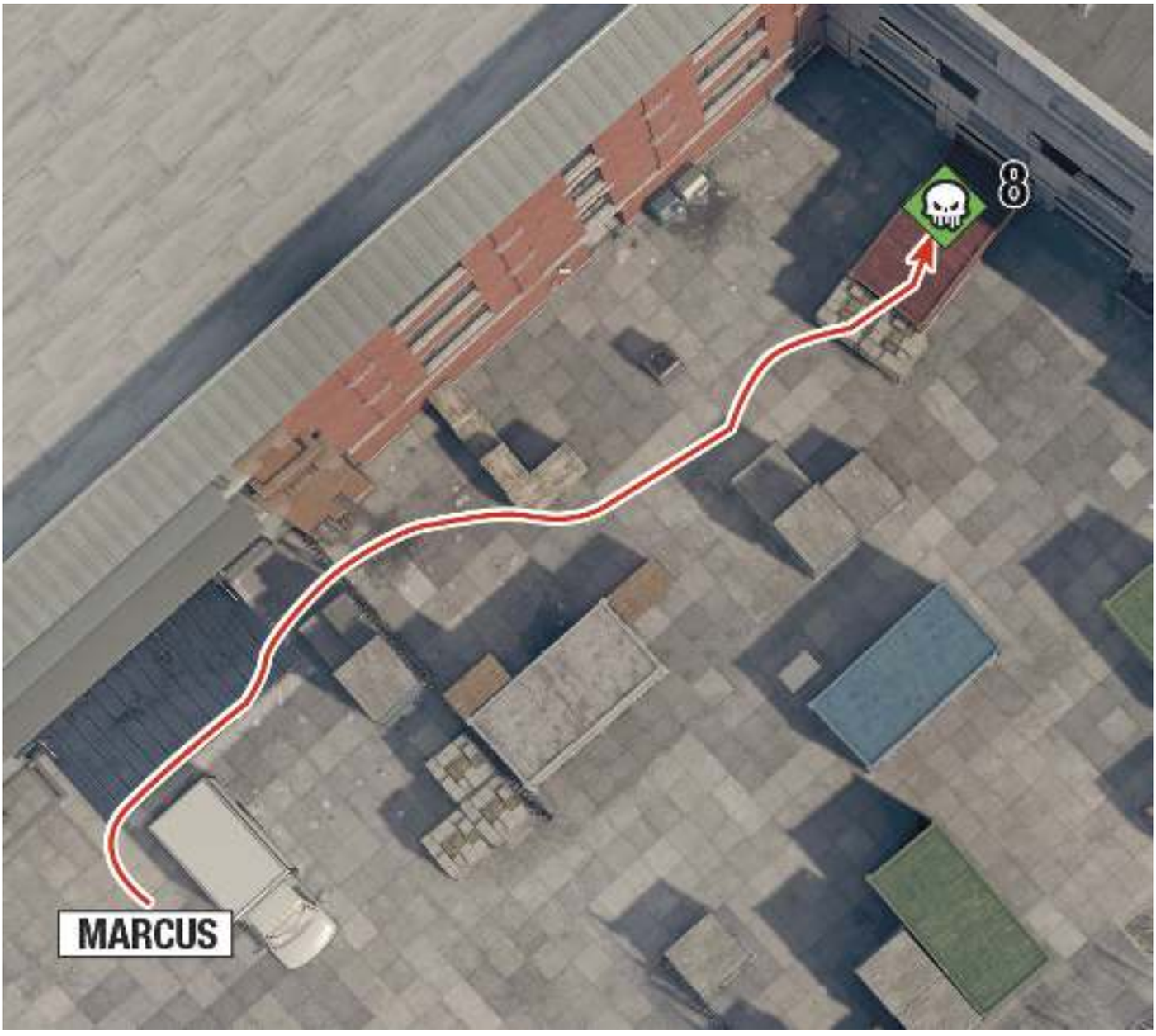
SAN FRANCISCO

Nudle Park

RESTRICTED AREAS

AREA	FACTION	ENEMIES
36	Umeni Security Corps	7 guards
37	Umeni Security Corps	4 guards and a robot
38	Umeni Security Corps	5 guards
39	Tezcas	5 gang members
40	Umeni Security Corps	3 guards
41	580s Gang	5 gang members
42	Umeni Security Corps	6 guards and 1 dog
43	Tezcas	4 gang members
44	Umeni Security Corps	4 guards
45	580s Gang	6 gang members and 1 dog
46	580s Gang	3 gang members
47	Umeni Security Corps	3 guards
48	Umeni Security Corps	6 guards and 2 dogs

KEY DATA



KEY DATA IN NUDLE PARK

This key data is used to research Keen Eye. While there are a lot of guards in this restricted area, you only really need to worry about two or three. Take up a position to the southwest and deploy the **RC Jumper**. Send it to jump onto a crate to the gate's left. There is one guard by the wall to the left and one patrolling in front of you. When the one walking toward you is near the crates, distract him with a phone hack followed by hacking the guard by the wall. Then jump over the fence and drive as quickly as you can to the container where the research is located. Jump onto the pallet and then drop down into the container before anyone sees you. You might also try hacking the gas pipe or a transformer vault on the yard's south side to lure guards in that direction. You will still have to phone distract one or two on the way.

RESEARCH POINTS

The Wi-Fi sniffer with the research is located under the pier. However, you need to fly the Quadcopter out to the end of the pier where the opening is, fly under pier, and then fly back to where the pier meets the shore, where you land and can then hack the sniffer.

The case containing the research is on a rooftop patio. Use the window-washer lift located in the opening in the middle of the building to get onto the roof. Then just make your way to the case to pick it up and get the research.

This research is on a high balcony on a building. There is no way to climb up there, so get on top of the Transbay Center so you are overlooking the balcony where the case is. Deploy the **RC Jumper** and drive it off the wooden ramp on the side of the building. Don't jump, but give it some speed boost. Land on one of the umbrellas to break the fall so that **RC Jumper** does not break on landing. Then roll over and pick up the case.

31 The ctOS security breach with the research is on the roof of a tall building. Send the Quadcopter up to hack it. If you don't yet have the Quadcopter, don't worry. On the building's northwest side, use the forklift to bring you to the roof there. Then walk around to a window-washer lift that can take you up high enough that you can use your phone to hack the security breach.

32 Send the Quadcopter up to hack the ctOS security breach atop the building to get the research.

33 A Wi-Fi sniffer hidden in an air duct holds the research. Approach the building that is under construction from the east. Then you can either send the Quadcopter in to hack the sniffer or climb up to the third floor of the building and send the **RC Jumper** into the opening of the duct. Either way works.

34 You have to get past some gang members to get this research. Watch them until at least two of them are near the gas pipe. Detonate it and then deal with the third. Open the nearby grate and send the **RC Jumper** in to hack the Wi-Fi sniffer inside the air duct. Get out of the restricted area before sending in the **RC Jumper**, since the police will respond to the explosion.

35 There is a Wi-Fi sniffer on the bridge. Just fly the Quadcopter up and hack the research from it.

36 Fly the Quadcopter out to a navigational beacon at the end of a jetty. The Wi-Fi sniffer is inside, so you have to fly down into it a bit to hack it.

MONEY

33 SPORT BAG

This sport bag is located in an interior courtyard of a building. Approach the building from the west and use a scissor lift to get up to an archway roof. From there, take the window-washer lift to the roof. Walk across the roof to another window-washer lift and deploy the **RC Jumper**. Move it into the lift and lower it down. Don't go all the way to the bottom. Instead, look for the guards in this area. Wait until they are looking away, then jump out of the lift. Distract them if necessary so you can drive over and pick up the bag of money and then recall the drone back to you.

34 SPORT BAG

Get up to the second level of the Transbay Center and look for a garage. On the north side of garage wall is a grate. Open it and send the **RC Jumper** in. Jump over some crates and then pick up the money.

35 MONEY BAG

This bag of money is on a rooftop patio with three guards. You can get up to the roof by climbing some planters in the interior courtyard and then taking a couple ladders. Once there, send in the **RC Jumper**. Rather than heading up the stairs to the restricted area, jump onto the cage of propane tanks and from there up to the patio. Hide behind the sofa. Then watch the guards. Either wait until they are all looking away or distract them with phone hacks so you can roll in and get the money without being seen.

36 MONEY BAG

To get to this money bag on the roof of a building, climb onto a Dumpster on the southeast side of the building. Climb up a ladder to get to the level where the money is located. Just pick it up and it is yours.

37 SPORT BAG

You need the scissor lift located across the street to the north to get onto the roof where the money is waiting for you. Drive it over to the east side of the building and climb onto the roof's lower level. Climb up some air-conditioning units to reach the next level. Now deploy the **RC Jumper** and jump through a circle cut out of a wall to reach the rooftop patio. Roll over and get the money.

39 MONEY BAG

There are actually two money bags in this restricted area. The easiest to get is the one near the northwest entrance. Send in the **RC Jumper** to get it. Distract one gang member with a phone hack and then rush in and get it.

39 SPORT BAG

To get the second money bag in this restricted area, get on the off-ramp from the freeway located to the southeast. From here, deploy the **RC Jumper** again and jump down onto a container. Phone hack the gang member near here to distract him and then drive down to the ground, jump onto a pallet and then onto a green container. Distract another gang member by the money and then drop down and pick it up. Recall the **RC Jumper** before anyone sees it.

40 SPORT BAG

The sport bag is in a garage in a restricted area. Approach from the northeast and climb atop a white trailer. Wait until the roof is clear, then climb onto it and down a ladder to the left. The side of the garage is open, so get inside to get the bag of money. Then exit the way you came in. You can also send in the **RC Jumper** to do the same thing.

41 MONEY BAG

This is one of two money bags in the same restricted area. Approach from the north and deploy the **RC Jumper**. Drive up a few steps and go through a hole in the wall to enter a warehouse. Watch for guards and then open the door to the office on the right and enter to get the money bag.

42 MONEY BAG

Move by the south side of the building and send the **RC Jumper** along the path between the building and the water. Avoid the guard patrolling this area, distracting him if necessary, and then roll through a hole in the wall just past the garage door. Once inside the warehouse, stay hidden and move through another hole in a wall, which leads into a storage room. Avoid guards and get the money bag inside. You may want to cause a distraction on the northern side of the area to lure guards away from this side.

43 MONEY BAG

Use the nearby crane to get onto the roof of the building where this money bag is located.

44 SPORT BAG

There are several gang members on this pier along with a dog. Take up a position along the building's north side, out of sight of the restricted area. Send the Quadcopter overhead to locate the enemies. You can take control of the two forklifts. If you run them into the red barrels, the barrels explode. Use this to take out the enemies near the sport bag. Take out a few more with the other red barrels. Then send the **RC Jumper** along the pier's north side. Stay behind cover. Watch the remaining enemies and then get to the sport bag. Distract gang members with phone hacks as necessary.

45 MONEY BAG

This money bag is located in a courtyard between buildings and protected by three guards. Since two are near HVAC units, you can hack them and stun the guards. Then either tase the remaining guard or hack the explosive he might be carrying. Once it is clear, go in and get the money.

PAINT

5 JUMPER PAINT JOB

This paint is on the roof of a building. To grab it, get atop the parking garage to the northwest of it. Deploy the Jumper and jump across the gap between buildings to land on the opposite roof and get the paint.

6 VEHICLE PAINT JOB

Use a window-washer lift to reach the top of the building where this paint is located.

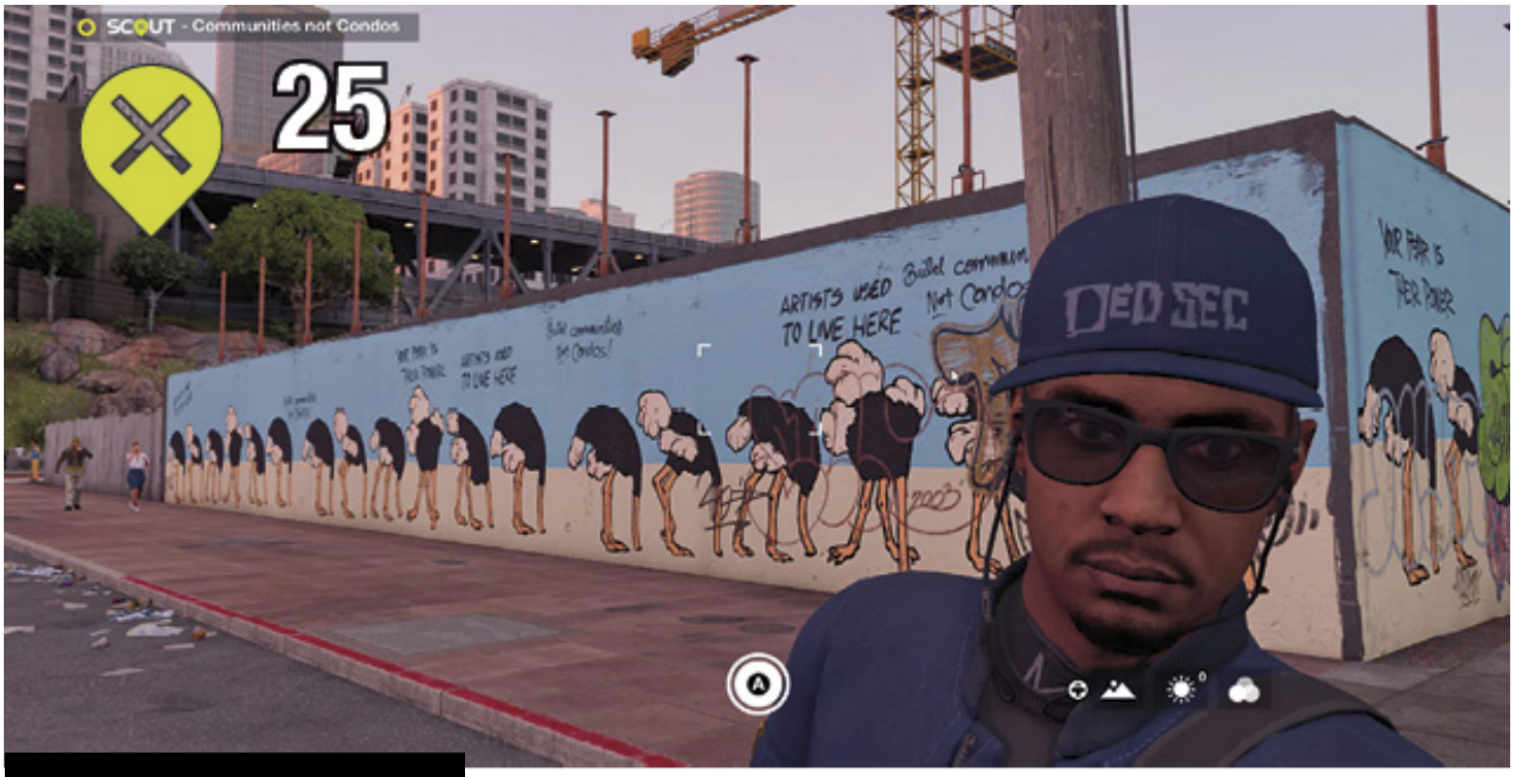
7 QUADCOPTER PAINT JOB

This paint is near a pool, which is patrolled by four guards. Distract them by detonating the gas pipe to the southwest. No one gets killed, but it lures the guards away from the pool so you can send in the **RC Jumper** to get the paint. If necessary, phone hack a guard to distract him.

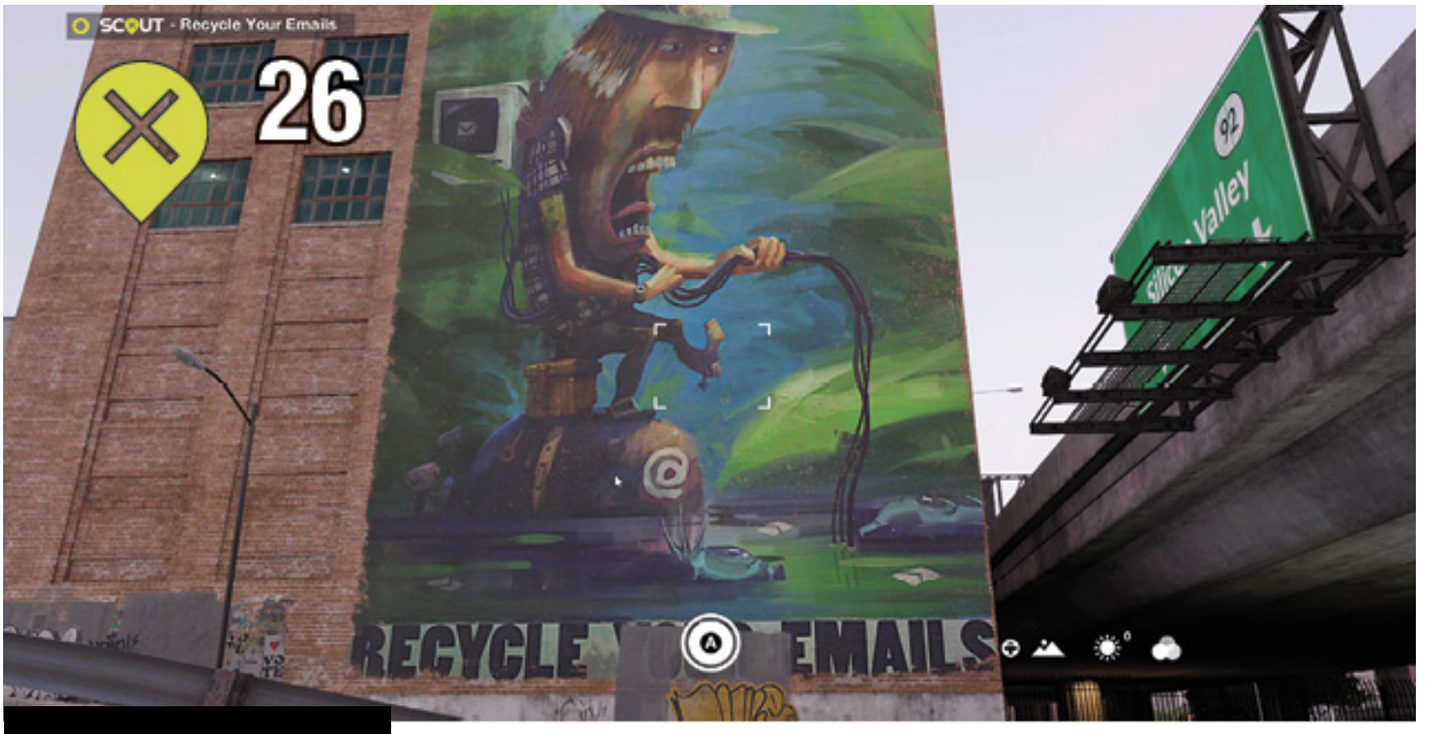
8 QUADCOPTER PAINT JOB

There are many guards near this paint. Use a nearby scissor lift to get onto the roof of the building south of the paint. Deploy the **RC Jumper** and drop it onto the cover over the paint. Take control of a forklift and run into some explosive barrels to cause the guards to spread out. You can also hack the transformer vault to stun one or more. Then drive the Jumper off the cover and pick up the paint quickly before you are spotted.

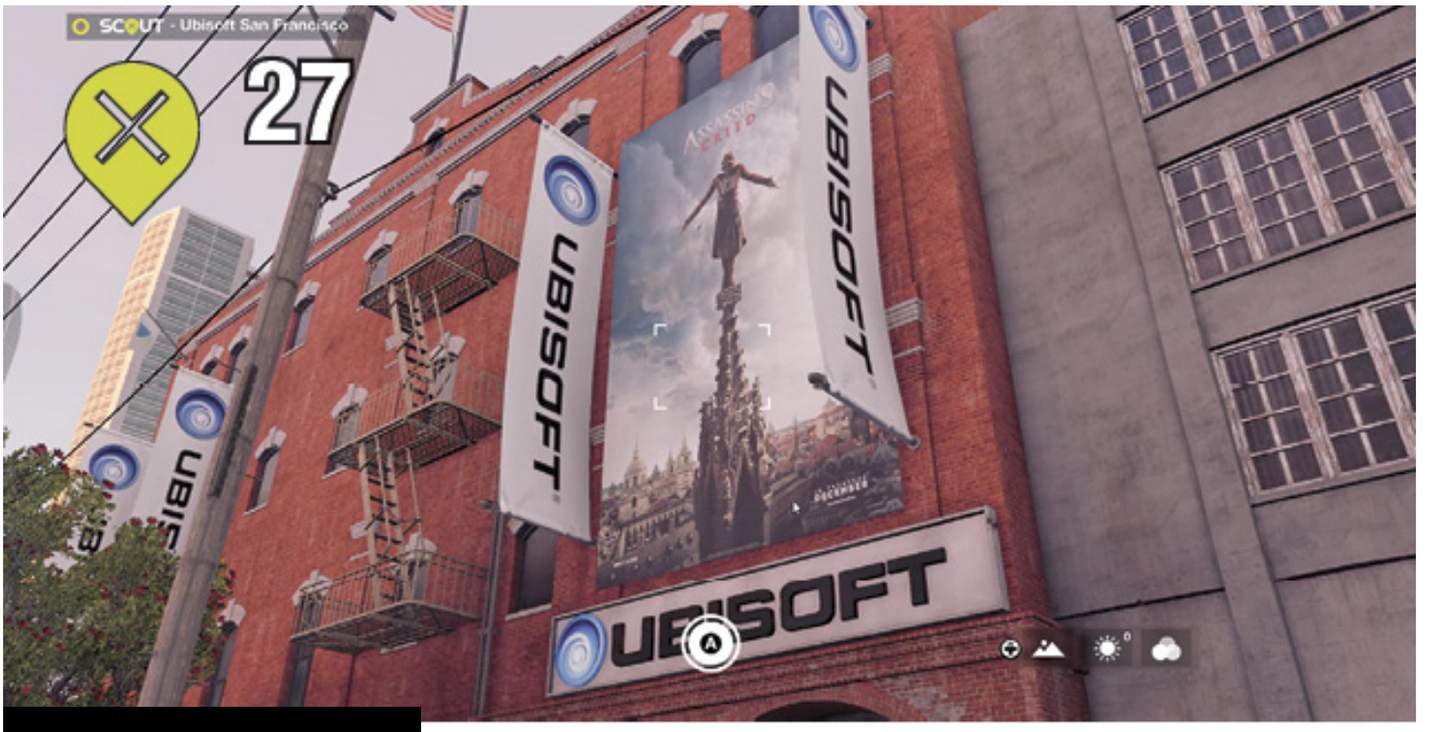
SCOUT X LOCATIONS



Communities Not Condos



Recycle Your Emails



Ubisoft San Francisco

BUSINESSES

ICON	BUSINESS
24	William Finn (Clothing Shop)
25	Coffee Shop
26	Axle Board Shop (Clothing Shop)

27	Coffee Shop
28	Stache & Vine (**Clothing** Shop)
29	Beatniks (**Clothing** Shop)

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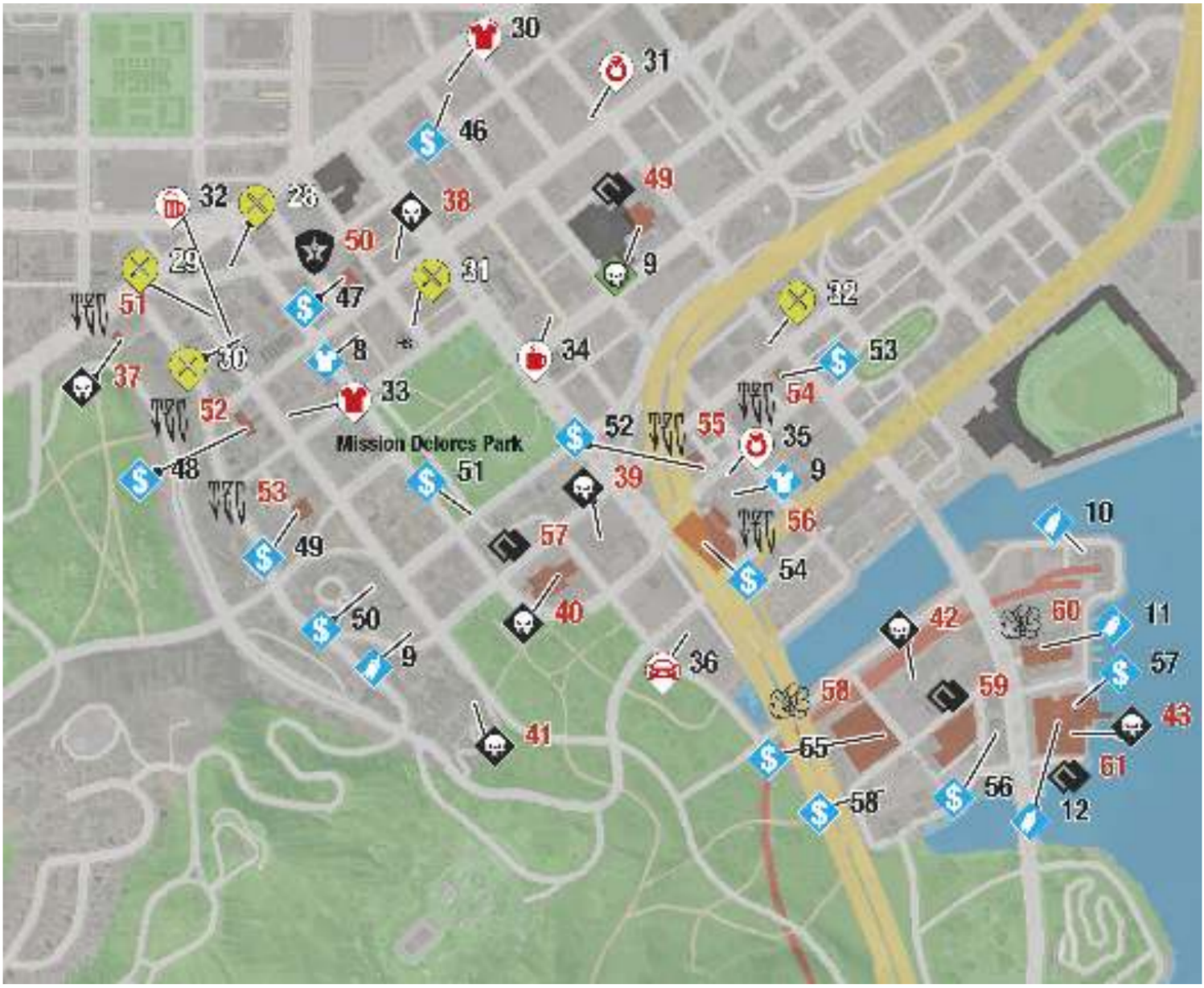
SAN FRANCISCO

Mission Delores Park



RESTRICTED AREAS

AREA	FACTION	ENEMIES
49	Umeni Security Corps	5 guards
50	Police	4 officers and 1 dog
51	Tezcas	3 gang members
52	Tezcas	3 gang members and 1 dog
53	Tezcas	3 gang members and 1 dog
54	Tezcas	3 gang members
55	Tezcas	2 gang members
56	Tezcas	6 gang members
57	Umeni Security Corps	6 guards
58	580s Gang	6 gang members and 1 dog
59	Umeni Security Corps	5 guards and 1 dog
60	580s Gang	4 gang members
61	Umeni Security Corps	6 guards and 1 robot

KEY DATA

KEY DATA IN SFMOMA

The key data here is used to research Chopper Retreat Exploit. The case holding the data is in a shipping container along with a van. Approach from the south. Send the Quadcopter over the area. You need to take control of the van remotely and back it out of the container. Then move it forward next to the container. There is one guard in the alley near you. You can distract him or tase him. Get the **RC Jumper** past him and jump onto the van and then into the container. Pick up the case to get the key data.

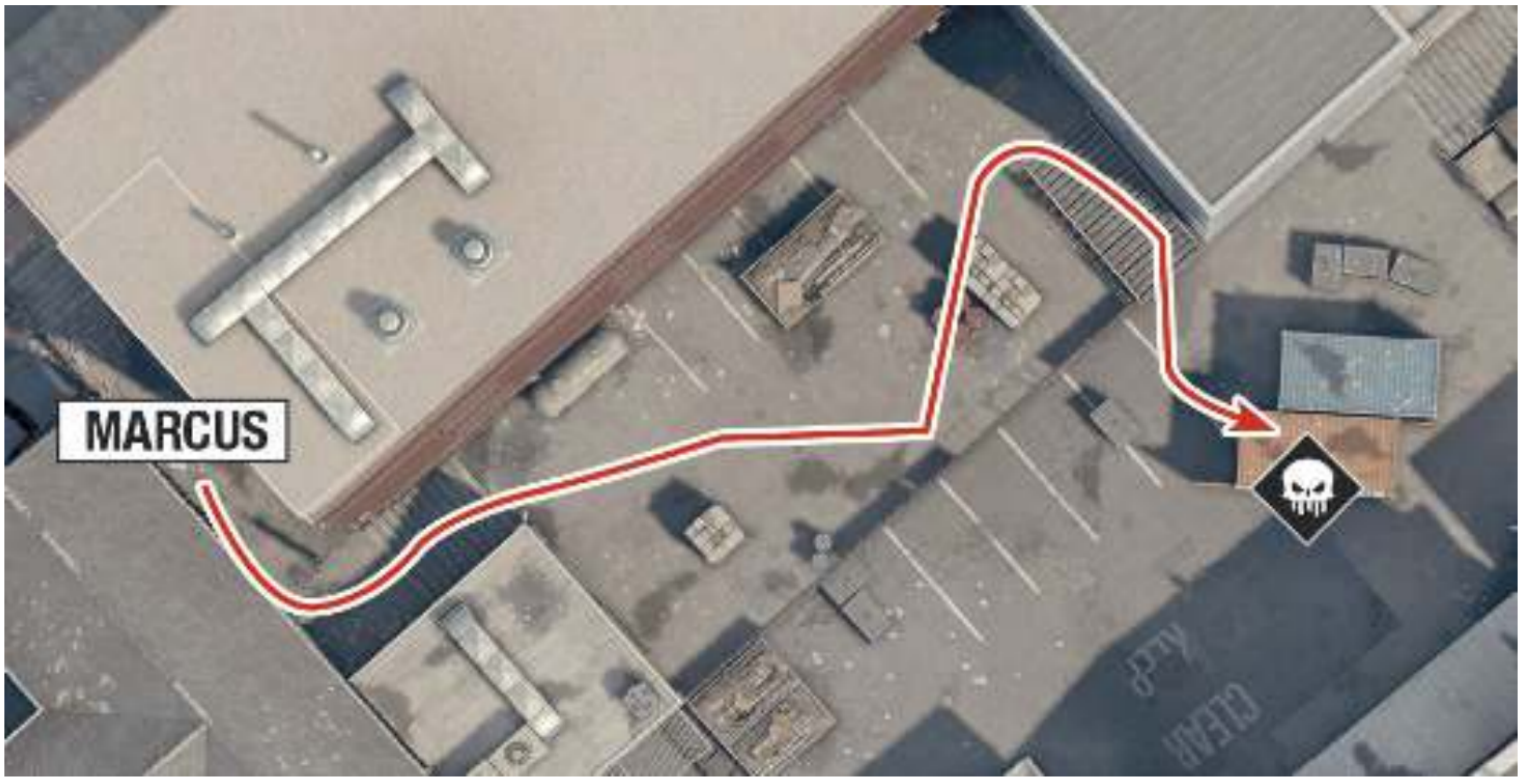
RESEARCH POINTS

The case is located under the back stairs of a home. There are three gang members inside the backyard. Detonate the gas pipe when one is near to take out one of them. You can hack the junction box to stun another and then tase the third. Just go in and get the research in the case.

You can hack this research from a ctOS security breach on the roof of a building. Sending the Quadcopter up to hack it is the easiest way to get it. However, if you don't have the drone yet, you can climb up the back of the building. Get onto a shed and then use a ladder to make it up to the top and then hack it with your phone.

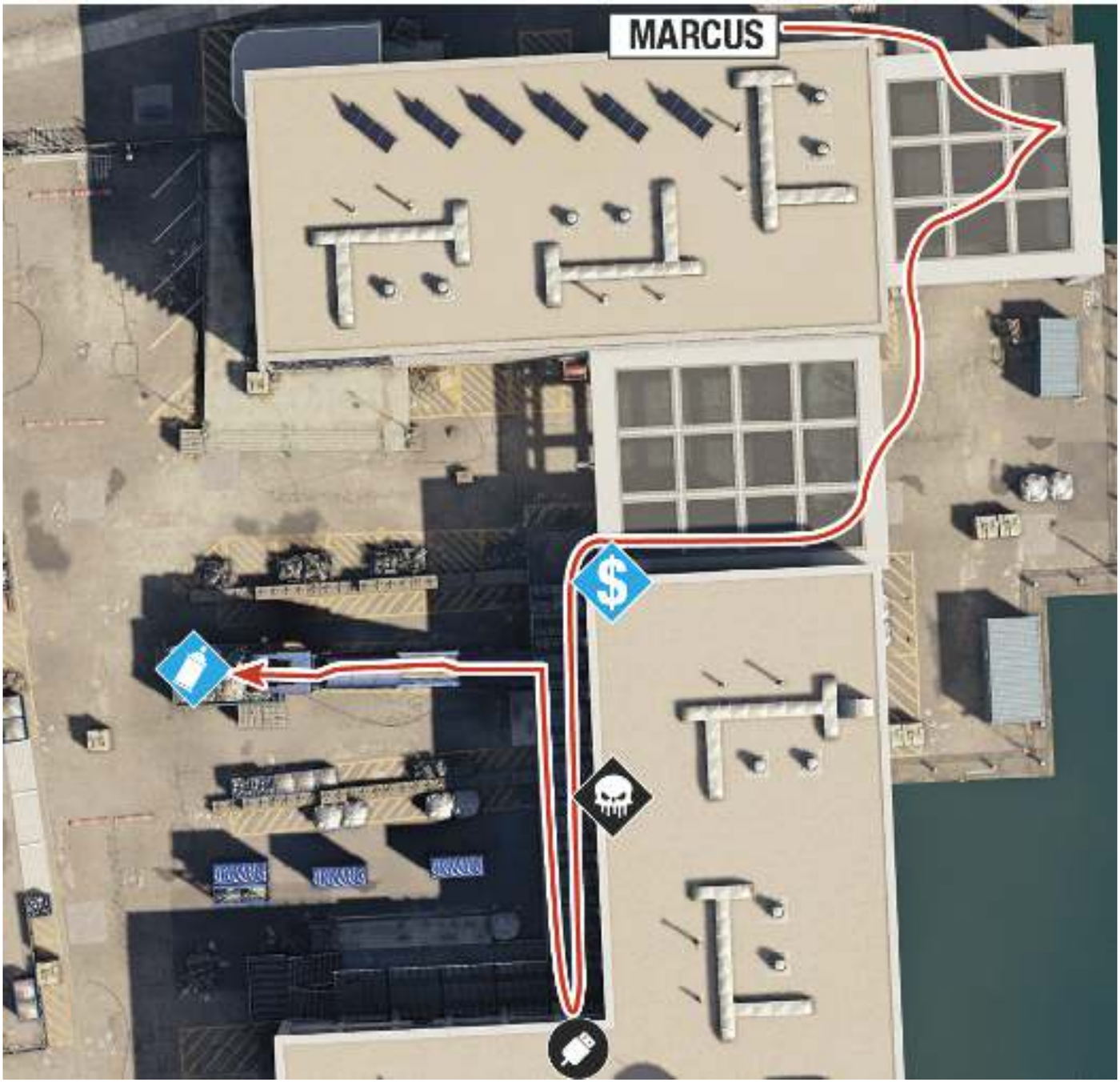
This is another security breach that you can hack if you have the Quadcopter. On the other hand, you can also climb up the building. Go around the back side and use the scissor lift to get onto the section of roof on the left so you can hack a CCT. Then go to the roof's right side and go through the gate you just unlocked. This side lets you get all the way to the top so you can hack the security breach with your phone.

This research is protected by several guards. However, there is an easy way to get it. Approach from the northwest and send in the **RC Jumper** to get it.



You need to get to a second-floor patio in order to get the case with the research. To do this, go southwest up the hill along the backyards and look for an open gate near a shed. You can climb onto the blue house's roof from a patio cover. Send the **RC Jumper** along the rooftops to the patio to get the case.

The Wi-Fi sniffer is located at the top of a building with several silos attached. However, it is in a small room with a locked door. Approach from the east and climb up a series of ladders to reach a CCT. Use **NetHack** to help you find it. Hack the terminal to unlock the door. Then send the Quadcopter up to open the door and hack the sniffer to get the research.



In addition to the research here, you can also get some paint and a money bag. Position yourself near the northeastern gate, out of sight. Open the gate and send the **RC Jumper** in to hide behind a container. Watch the guards on the dock area. Open the gate into the main area and wait for the guards to move away. Rush in and take cover near the wall of the southern building, picking up a money bag as you go. Carefully go around the corner to the left and head toward the CCT. Watch for guards as you go. Distract them with phone hacks if necessary so you can hack the CCT without being seen. Next, backtrack to the blue conveyor belt. Drive up it, stopping along the way to hack the security breach on the side of the building, then drop down from the top of the conveyor onto a platform where the paint is located. Pick it up, then recall the **RC Jumper**. Three **collectibles** in one run.

MONEY

46 MONEY BAG

The money bag is in a construction area in an alley. Climb onto a platform, then use the **RC Jumper** to go down a small ramp to pick up the money.

47 SPORT BAG

Located on the roof of the police station, this sport bag can be collected without the police even knowing you are there. Take control of the forklift in the back lot and drive it around to the front. Ride the forklift to the roof and climb to the top part of the roof. Send the **RC Jumper** down to get the sport bag and then get out of there.

SPORT BAG

The sport bag is in a backyard with gang members and a dog guarding it. They are focused on the alley leading to the yard, so approach from the southwest by moving through other backyards. Distract guards by hacking the junction box or the gas pipe to make noise, but don't detonate them unless you have to. Instead, as the gang members move to investigate, send in the `RC Jumper` from the south. Hop over the fence, grab the money, and leave.

SPORT BAG

Use the junction boxes and gas pipe to stun or take out most of the guards and dog. Then move in and tase any remaining gang members. Once they are all down, pick up the money and make your exit.

MONEY BAG

This money bag is just sitting in a backyard. Walk right in and take it.

MONEY BAG

The money is on an duct in an underpass. Find a van on the street above and drive it down into the underpass. Then have the `RC Jumper` jump up onto the van and from there onto the duct to get the money.

SPORT BAG

There are two ways to get the sport bag on the roof. One is to move a bus in the nearby parking lot next to the building. Climb from the bus to the roof to get the money. The other way is to jump from the freeway onto the building northwest of the one with the bag. Then send the `RC Jumper` to jump across the alley to the other building and pick up the bag for you.

SPORT BAG

There are three gang members in this area. If you time it right, you can stun two with the junction box. Then move quickly to tase the third one so you can then get the money.

SPORT BAG

There is a construction area under the freeway. The sport bag is on top of an office structure. If you go to the northeastern corner, there is a hole in the fence through which the `RC Jumper` can drive. Move toward the money, using pipes and barricades for cover. Jump over the ditch, but don't go down there. Jump onto some shelves to reach the top of the office to pick up the money.

SPORT BAG

The sport bag is in building with a locked door in this junkyard. Take up a position to the side of the western gate, out of sight. Send the Quadcopter up to scout out enemies. When the gang member patrolling the western side goes near the junction box, hack it to stun him. Then, open the gate and send in the `RC Jumper`. Make your way along the edge of the yard to the CCT and hack it. Hide or distract guards as necessary. From there, move through a container toward the building. There is a junction box on the building you can use to stun any enemies who are in your way. Now open the unlocked door and rush in to get the sport bag.

56 MONEY BAG

Climb up some stairs and then a ladder to reach the roof where this sport bag is located.

57 MONEY BAG

See the strategy for research 43 for details on how to get this money bag.

58 MONEY BAG

This bag is on top of a green trailer. Climb onto a pallet and then onto the trailer and the money is yours.

PAINT

9 VEHICLE PAINT JOB

In order to get to the paint, climb up on the roof's eastern corner. Send the `RC Jumper` through a hole in the fence, across the roof, to another hole. Jump onto an air-conditioning unit and from there up to a higher roof. Then roll toward the paint, dropping down to the roof section where it is waiting to be picked up.

10 VEHICLE PAINT JOB

This paint is on the roof of a building on the docks. Climb up from the south side via stairs and then continue climbing onto the roof to get the paint.

11 VEHICLE PAINT JOB

Four gang members are around this paint. You need some distractions to spread them out. There is only a junction box and a transformer vault for stunning enemies, but if you do it right, you can get three of the four, then rush in and tase the last one. Or if you clear away the area around the paint but gang members are still active, send in the `RC Jumper` to do your dirty work.

12 JUMPER PAINT JOB

See the strategy for Research 43 for how to get this paint.

CLOTHING

8 CAP OAKLAND

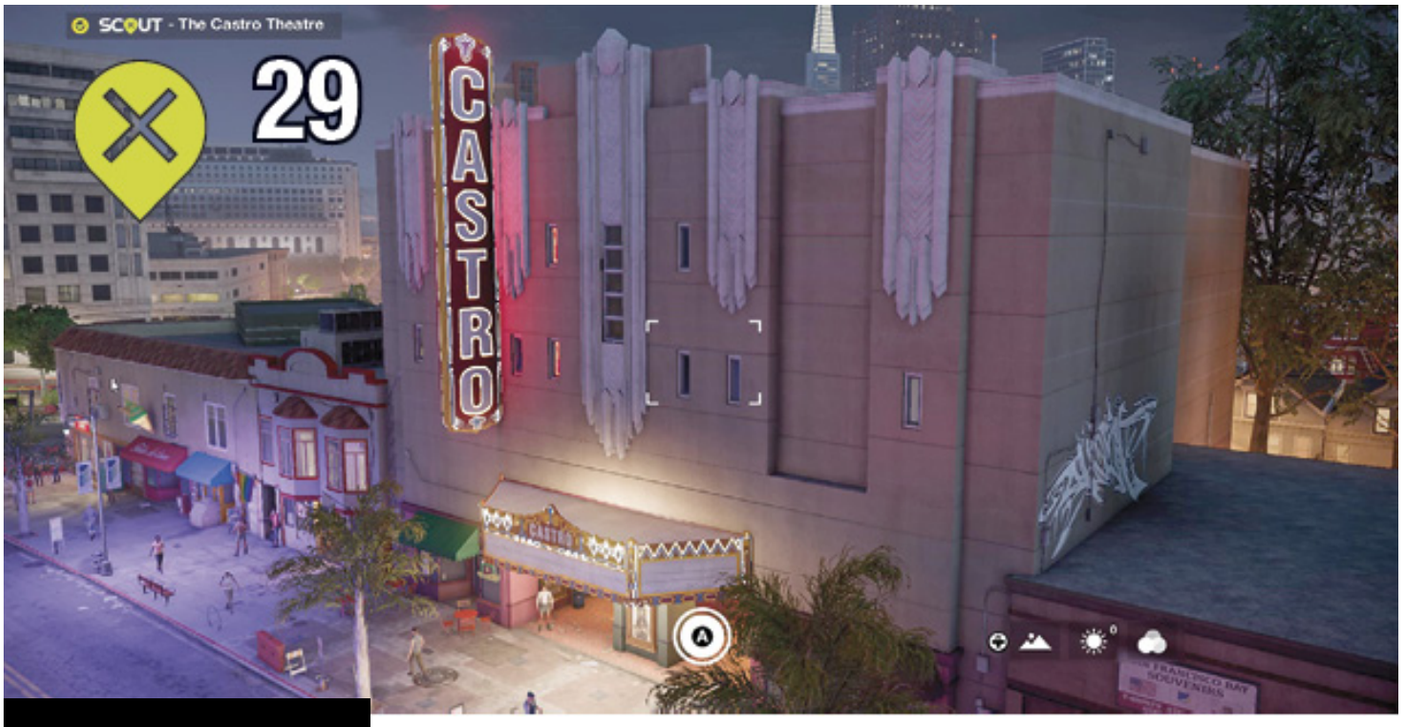
Use the nearby forklift to raise a pallet so you can get this cap for your wardrobe.

9 SLEEVELESS T-SHIRT FOGGY

This shirt is lying on the ground next to a container. Just walk over and pick it up.

SCOUT X LOCATIONS

Love in Castro

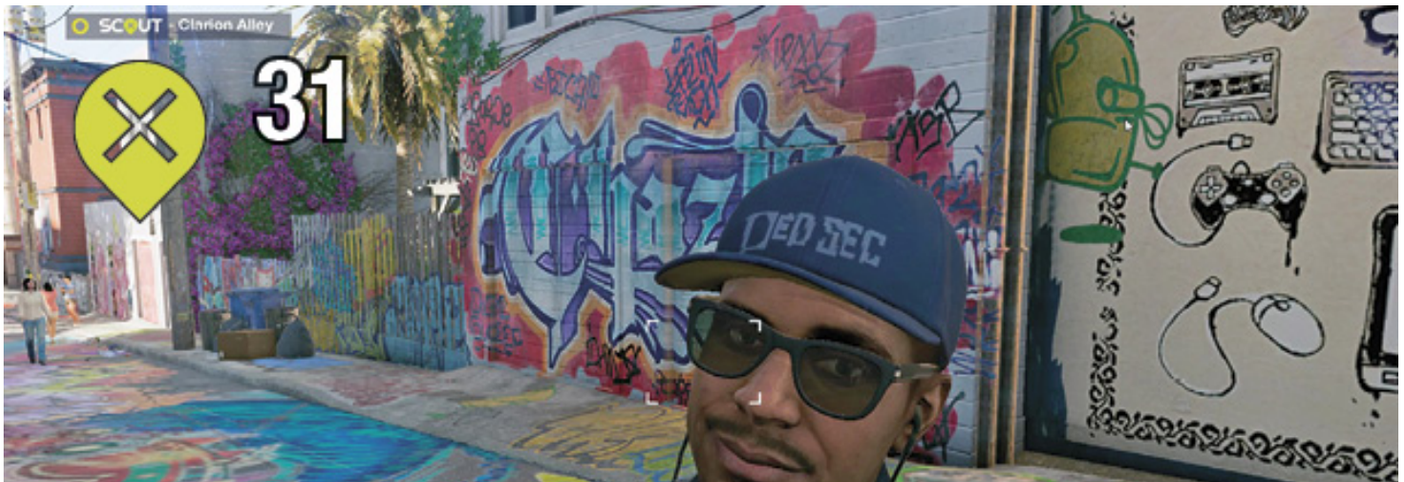


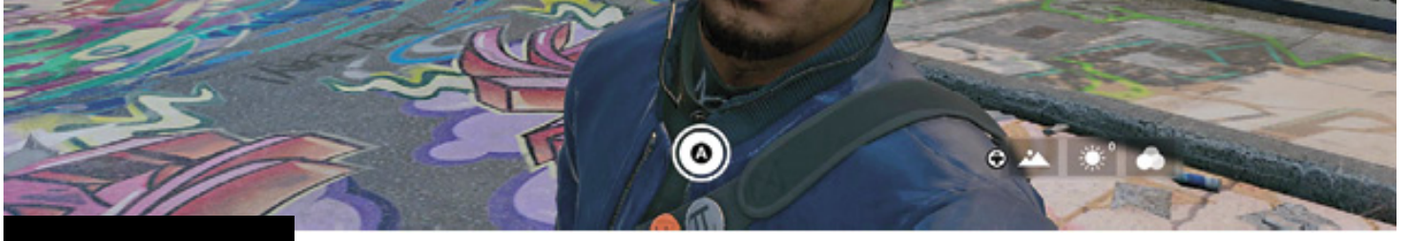
The Castro Theatre

While you can take a photo during the day, come back at night when the theater is all lit up.

Drag Queen Doorman

Stop by in the evening if you want to get this photo.





Clarion Alley

Rabbit Business

BUSINESSES

ICON	BUSINESS
30	Street Flex (**Clothing** Shop)
31	Pawnshop
32	Bar
33	Stache & Vine (**Clothing** Shop)
34	Coffee Shop
35	Pawnshop
36	Total Motors (Car Dealership)

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SAN FRANCISCO
Painted Ladies

RESTRICTED AREAS

AREA	FACTION	ENEMIES
62	Bratva Gang	4 gang members and 1 dog
63	Tezcas	2 gang members and 1 dog
64	Tezcas	2 gang members
65	Tezcas	2 gang members and 1 dog

RESEARCH POINTS

R The research is located on the roof of a building in a backyard. There is no way to climb onto the roof. However, if you deploy the RC Jumper on the wooden deck to the northeast, you can give the Jumper a speed boost and jump onto the roof to collect the research.

R A ctiOS security breach is located on the roof of a building. Send your Quadcopter to the top of the building and hack it to get the research.

R The Wi-Fi sniffer with the research is on top of a roof, locked inside a duct. Use the window-washer lift to reach the top of the building. Then deploy the RC Jumper. Jump across to the rooftop of the building to the east and hack the CCT. This unlocks the grate on the duct. Then jump back across to the first building. Open the grate and drive in to hack the sniffer.

MONEY

M SPORT BAG

Several gang members and a dog guard this sport bag. Luckily there are lots of hackable objects here. Lure one guard toward the house by hacking the junction box. Then hack the transformer vault and HVAC unit to stun the rest of the guards. Take any remaining enemies, then walk in and get the money.

M MONEY BAG

The money bag is on the roof of a home. You need to go through a restricted area to get it. Approach from the south. Climb over the fence near the house to get onto the deck. Wait for the gang member to walk away. You need to stun the dog with the taser once the gang member is out of sight. Then climb onto the stack of bricks and from there onto the upper deck. Continue to the roof to get the money. Exit the same way you came up. If you work fast, the dog will still be stunned and not yet discovered.

M SPORT BAG

This sport bag is on a roof behind some blue barrels. Use the scissor lift to the east to get onto some scaffolding. From there, get onto a rooftop and then head to where the money is located. Just push through the barrels and pick up the bag.

M MONEY BAG

Two gang members are near this money bag. There is a single junction box near them. Time it right and you can stun both with one hack. Then walk over and pick up the money.

PAINT

M WEAPON PAINT JOB

This paint is located on the beach in a drainage pipe. A metal grate blocks your access. Use an explosive to blow up the grate so you can walk in and get the paint.

CLOTHING

H SAUSY MASK

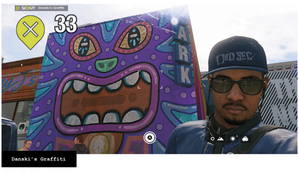
The mask is on a rooftop. To get there, start off on the north side of this triangular-shaped block. Climb the steps and hop a fence to get into a backyard area. Then climb onto a shed and then to a roof. Use air-conditioning units to continue climbing onto higher rooftops until you reach the mask.

UNIQUE VEHICLE

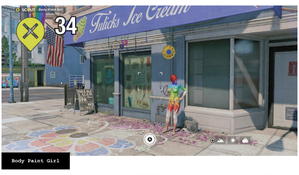
T FLIP WAGON BY BOGEN

This van is located in a parking area between houses. There is no security around, so just climb in and drive off.

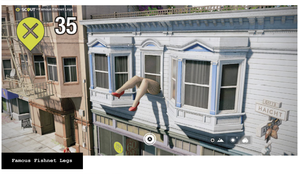
SCOUT X LOCATIONS



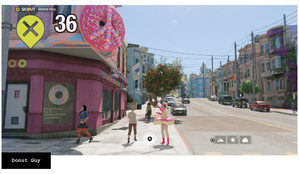
Daneki's Graffiti



Body Paint Girl



Famous Fishnet Legs



Donut Guy

Garden of Peace & Love

Shoe Garden

Painted Ladies

BUSINESSES

ICON	BUSINESS
37	Tourist Kiosk (Clothing Shop)
38	Axle Boardshop (Clothing Shop)
39	Streetflex (Clothing Shop)
40	Tie Dye Dude Kiosk (Clothing Shop)
41	Total Motors (Car Dealership)
42	Restaurant

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RESTRICTED AREAS

AREA	FACTION	ENEMIES
66	Bratva Gang	4 gang members
67	Bratva Gang	4 gang members
68	Umeni Security Corps	3 guards
69	Umeni Security Corps	1 guard and 1 robot
70	Umeni Security Corps	1 armored guard and 2 robots
71	Umeni Security Corps	6 guards
72	Bratva Gang	4 gang members
73	Bratva Gang	2 gang members and 3 dogs
74	Bratva Gang	4 gang members
75	Umeni Security Corps	2 guards, 2 armored guards, 2 robots
76	Umeni Security Corps	6 guards and 2 dogs
77	Sons of Ragnarok	6 guards and 2 dogs

KEY DATA

K KEY DATA IN NEW DAWN FACILITY

This key data is used to research Security System Shutdown. There are only three guards in this facility. Position yourself to the west, down on the beach. Send the `RC Jumper` up the stairs toward the gazebo. Watch for guards. Since they are patrolling, if one is in your way, just hide and wait for them to continue on their rounds. When you reach the top of the stairs, the money bag is to your right. Grab it while you're there. The case with the key data is in the gazebo. If necessary, distract the guards. There are several hackable objects, including explosives in the restricted area. When it is clear, move in and get the case and then leave.

H KEY DATA IN SUTRO TOWER

This key data is used to research Electro Shock Optimization. It is pretty easy to get even though there are many guards in this area. Deploy the `RC Jumper` and send it through a hole in the fence near a small building. Once inside the restricted area, move around to the west wall of that building, where there is a hole. Drive through it to pick up the key data.

RESEARCH POINTS

8 The case containing the research is on the second-floor deck of a home. Take control of a nearby forklift and ride the fork up to the deck to get the case.

A While there are several gang members in this restricted area, the research is on a Wi-Fi sniffer and easy to get. In fact, you can walk near the gate and hack it with your phone through the chain-link fence.

A A cTOS security breach is hidden in a backyard shed. Use `NetHack` to see the camera inside and take control of it. Using the camera, you can hack the security breach to get the research.

B There is heavy security at this restricted area. The Wi-Fi sniffer is in an office on the roof. Luckily the window is open, so you can fly the Quadcopter up so it has line of sight with the sniffer. Hack the research.

D There are two different ways to get to the Wi-Fi sniffer inside an air duct. First, you can use the Quadcopter. Locate it with `NetHack` and then fly up through a hole in the bottom of the duct to hack. Otherwise, you can climb up the ladder on the back side of the building. If you can't reach it, drive a vehicle over and stand on it. Once on the roof, deploy the `RC Jumper` and send it through the opening in the top of the duct. Follow the duct around to the sniffer.

E The Wi-Fi sniffer is located in an elevated walkway. Since you can't get inside the building, send the Quadcopter up to hack it through the glass and get the research.

S This research is located in a campsite. There is no one here, so walk right in and pick it up.

MONEY

M MONEY BAG

Get this money when you get research 10. Use the same strategy.

M MONEY BAG

The money bag is in a *patio* area. However, there are security laser fences all around the property as well as a guard and a robot. Deploy the `RC Jumper` and move up the driveway. Disable the security laser there and enter the property. Watch the guard and wait for him to begin walking away. Distract him with a phone hack and then rush in and get the money bag. Quickly leave the way you came in.

M MONEY BAG

An armored guard is standing near this money bag. However, you can still get it fairly easily. Walk up to the house from the front and climb up the planter to the right of the garage doors. Don't go over the railing onto the deck. Instead, deploy the `RC Jumper` and jump over the railing. Move toward the money. Use a phone distract on the guard to keep him focused on his phone and not the Jumper. Roll in and get the money and then jump right down to the driveway to get away.

M MONEY BAG

Move to the southeastern corner of the compound and jump onto a small building. Drop down inside the restricted area. Move to the ladder on the northeast side of the main building, watching for guards. When it is clear, climb the ladder and then a second ladder to reach the roof. The money bag is on top of an air duct. Either pick it up or send the `RC Jumper` to get it.

M MONEY BAG

This money bag is located in a fenced area near a gas station. There are three dogs inside the area. Take control of the forklift and knock down the fence on the eastern side. Roll toward the guards near the western side. Knock down a fence on that side to let the dogs out and cause a distraction. You could hack the gas pipe. While all the attention is on the western side, send the `RC Jumper` through the gap in the fence on the east and pick up the money and run.

M MONEY BAG

Four gang members are around this money bag, which is located in an empty lot. Take cover to the west behind a wall. Hack the explosive container and blow it up. Also set a trap at the junction box on the wall. The explosion will cause the gang members to move around, searching for someone. This gives you a chance to roll in with the `RC Jumper`. Phone hack any enemies along the way and get the money before making your escape.

M SPORT BAG

The money bag is located atop the trailer in the fenced area. Just walk right in, use a pallet to climb onto the trailer, and get the money.

M MONEY BAG

This money bag is located in a drainage tunnel. Just walk in and pick it up.

M MONEY BAG

You must infiltrate a facility with lots of guards. However, using the `RC Jumper` is easier than going in yourself. The money bag is in the building on the lower level. Go in through the north gate. Drive to the east and enter through the first door. Head to the office where the money is located. Watch out for patrolling guards. There is plenty of cover for hiding. Once you have the money, recall the `RC Jumper`.

M SPORT BAG

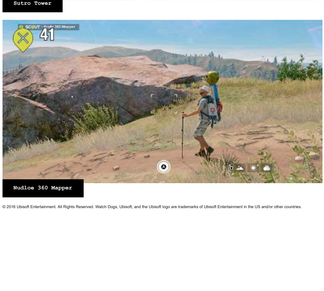
This money is on the roof of a building surrounded by gang members. The ladder is too high to reach, so you need to move a vehicle next to it. Therefore, you need to clear out the enemies. Work your way around the exterior of the restricted area. Start in the north where you can take cover behind trailers. Phone hack the enemies and then base them or use a melee attack. Hack junction boxes and gas pipes around the building to help thin out the enemy ranks. Then move in and finish off the rest. Once it is clear, move a vehicle next to the ladder and get onto the roof to get the money.

CLOTHING

H T-SHIRT SKYLINE

This shirt is out on the beach with four gang members around it. This is tough to get. Take cover behind a barricade to the east. Then hack the van and drive it back, possibly running over one or two foes. Move it around, forcing the gang members to scatter. They then begin searching. When they are not looking, start tasing them. When it is clear, pick up the shirt.

SCOUT X LOCATIONS



Sutro Tower

Nudlow 360 Mapper

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RESTRICTED AREAS		
AREA	FACTION	ENEMIES
78	Bratva Gang	5 gang members and 1 dog
79	Bratva Gang	4 gang members

KEY DATA

12 KEY DATA IN ALCATRAZ

This key data is used to research Speed Boost. The Wi-Fi sniffer with the data is in the main prison building. Go into the cell block area. In the eastern hall are some stairs. Take them up to the third floor and look for a cell with a grate open. Send in the **RC Jumper**. Jump onto some pipes and then hack the sniffer to get the data. You can also send in the Quadcopter through a duct in the roof. It will lead you to the same area.

RESEARCH POINTS

A Wi-Fi sniffer is located atop the tower near the main prison building. Send the Quadcopter up there to hack it and get the research.

MONEY

73 MONEY BAG

Take a boat or swim to the dock near the restricted area where this money is located. Drive the **RC Jumper** up the stairs and wait before you reach the top. A gang member and dog patrol around, and another gang member is standing. When the patrol moves away, phone hack the stationary enemy and then drive quickly across the area. Jump onto the stack of lumber where the money is. Pick it up before you are seen, and then recall the **RC Jumper**.

74 MONEY BAG

This money bag is located in a drainage pipe. You need to swim into the pipe from the ocean to collect it.

CLOTHING

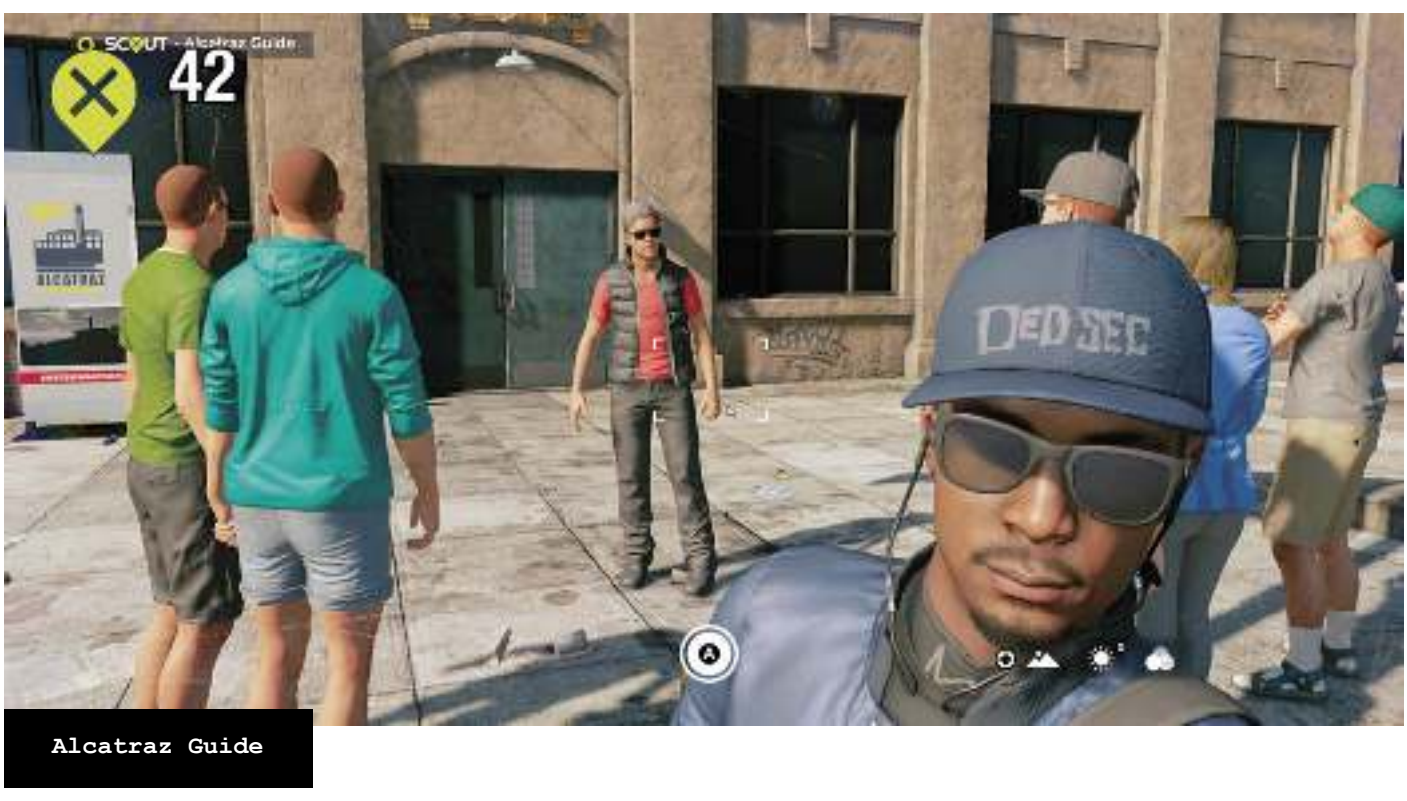
12 CASTRO MASK

The mask is in an area with several enemies. However, you can pick this up without a fight. Swim into the drainage pipe from the ocean and then enter the building. Follow the stairs up to a door that is directly across from the mask. There is one gang member to the right and a couple patrolling. Use the Quadcopter to monitor them. When the two patrolling are moving away, phone hack the enemy to the right, then quickly send the **RC Jumper** across to get the mask. Quickly recall it before it is seen.

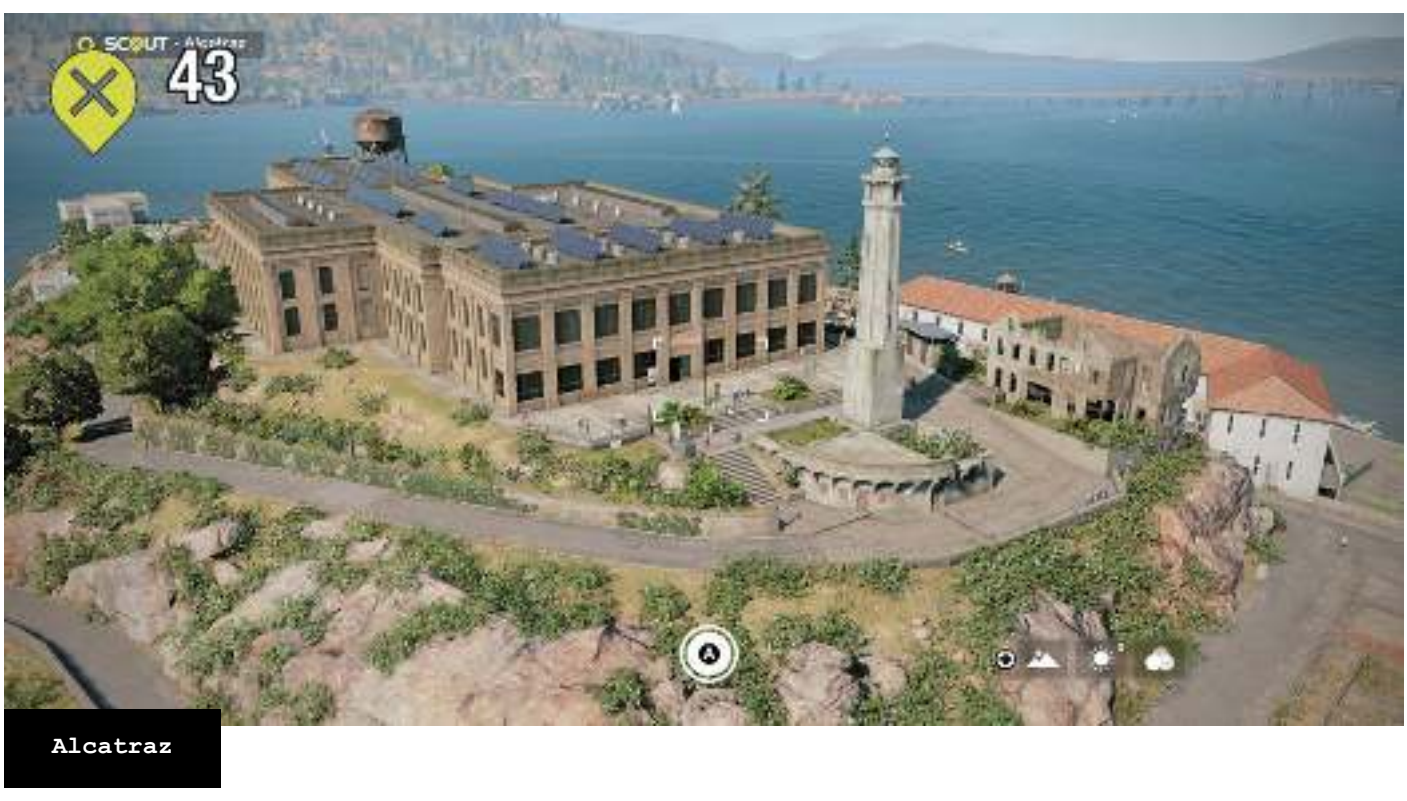
13 TWIN PEAKS MASK

This is a tough mask to get. It is guarded by four gang members and is on a concrete pillar too tall for the **RC Jumper** to reach. Head down the stairs to the north of the building and watch the two patrolling gang members along the waterfront. When one walks away, phone hack the other and then tase him. Follow the other and tase him as well. One of the gang members inside may see a body, so when he runs out to investigate, get him as well. Then move in and get the last enemy. If your Quadcopter can drop electroshock devices, fly over and stun the enemies instead of tasing them.

SCOUT X LOCATIONS



Alcatraz Guide



Alcatraz

BUSINESSES	
ICON	BUSINESS
43	Alcatraz Kiosk (**Clothing** Shop)

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SAN FRANCISCO
Yerba Buena

RESTRICTED AREAS

AREA	FACTION	ENEMIES
80	Umeni Security Corps	7 guards
81	Umeni Security Corps	4 guards and 2 armored guards

KEY DATA

13 KEY DATA IN YERBA BUENA

This key data is used to research **Botnet** Savings for Vehicle hack. There are several guards in this restricted area. Position yourself next to the building on the eastern side. Hack the forklift and move it outside of the restricted area, over by the fence near the case with the key data. Put the **RC Jumper** onto the fork and lift it up just high enough so the **RC Jumper** can leap over the fence. Take cover behind the concrete block. When no one is looking, grab the case. You can also use the forklift to just drive through the fence near the case and cause a distraction on the other side of the restricted area.

RESEARCH POINTS

The Wi-Fi sniffer with the research is located under the Bay Bridge. Climb down the ladders to the catwalk and hack the sniffer with your phone. Or you can send down the Quadcopter to do the job for you.

UNIQUE VEHICLE

1 DANGER MOBILE BY LANDROCK MOTORS

Check this special ambulance parked in the small alley here. Easy to get!

MONEY

75 MONEY BAG

Pick up this money bag during the first mission at the start of the game. You move right past it. Or you can just walk into the ctOS facility parking lot and get it later.

76 SPORT BAG

The sport bag is located in a fenced area with lots of guards. Scout it out with the Quadcopter and then send in the **RC Jumper** from the northwest. Jump over the fence and work your way around to the northeast corner, moving along the waterfront and staying behind cover. Phone distract guards if they are looking in your direction while moving. There is one guard by the money. Wait until the other guards in the area are looking or walking away, then distract the one by the money so you can drive up and get it before anyone sees you.

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SILICON VALLEY

Map Overview

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SILICON VALLEY
Crystal Springs

RESTRICTED AREAS

AREA	FACTION	ENEMIES
1	Sons of Ragnarok	3 gang members
2	Sons of Ragnarok	4 gang members
3	New Dawn	6 members
4	Umeni Security Corps	7 guards

KEY DATA

1 KEY DATA IN CRYSTAL SPRING DAM

This key data is used to research Electro Shock Optimization. It is located in a building in the dam construction area. From the highway south of this restricted area, climb down to the work area with the scaffolding so you can see the building below. Take control of the crane and move it so the platform is near you, then drive the **RC Jumper** onto it. Now carefully move the crane platform so it is over the plywood covering a hole in the building's roof. You don't want to drop the explosive. Once the platform is on the roof, drive the **RC Jumper** off and to the roof's far side. Detonate the explosive to blow a hole in the roof. Quickly drive the **RC Jumper** through the hole and down into the building to collect the key data before guards enter the building to investigate.

RESEARCH POINTS

1 This research is in a case at an illegal marijuana farm up in the hills. There are four gang members guarding it. Approach from the north and hide. Watch the gang members' patrol patterns. Two patrol and two stay put. Take out the one on the outside of the fence as he walks by. Melee attack or taser him. Then move to the east side. As the second patrolling enemy moves past the shed, stun him or distract him, followed by a melee attack. Finally, use a phone distract on the enemy by the research case so you can move in with a melee attack. Pick up the case and get out of there.

MONEY

1 SPORT BAG

The sport bag is in the carport of a roadside gas station; there are three gang members guarding it. Take up a position behind a large rock to the south. Then send in the **RC Jumper**. You may need to phone hack the gang member who is looking toward the sport bag. While he is looking at his phone, rush in and get the money with the **RC Jumper**.

2 SPORT BAG

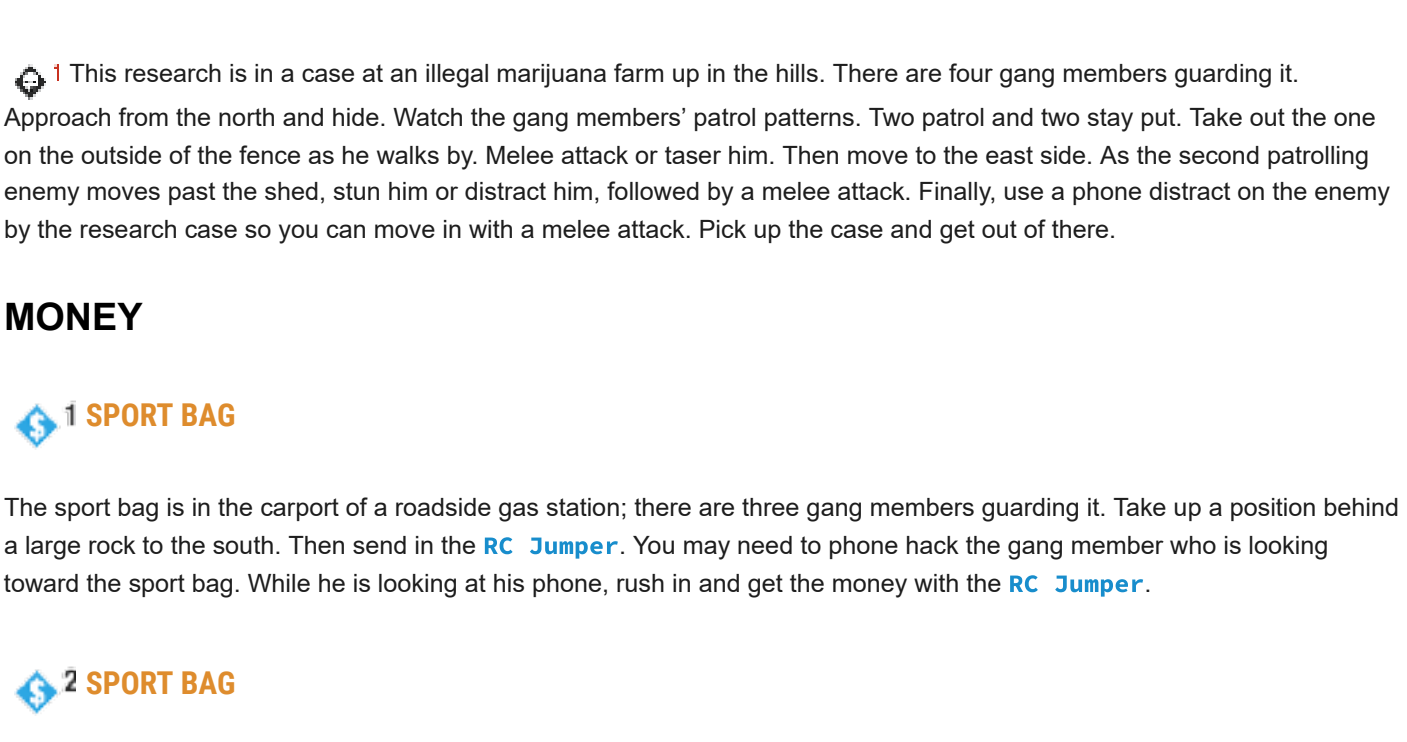
This sport bag of money is inside a locked garage in the New Dawn Temple complex. Enter the complex via the eastern entrance and sneak to a position east of the garage. Send the **RC Jumper** into the office above the garage. There is one guard inside. Avoid him by entering through the eastern door while he is on the room's other side. Hide behind the counter as he moves around. When he is not looking, open the grate of the air duct and drive in. Follow it around to get down to the garage. The money is by the large garage door. There is also a closed-circuit terminal (CCT) that unlocks all the doors to the garage.

PAINT

1 VEHICLE PAINT JOB

Located on the western side of the New Dawn Temple complex, this paint is easy to get. Follow the fence line around to the location, staying outside of the restricted area and out of sight of the guards. Then either rush in to get it or send in the **RC Jumper** to pick it up.

SCOUT X LOCATIONS



New Dawn Temple

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SILICON VALLEY
San Mateo

RESTRICTED AREAS

AREA	FACTION	ENEMIES
5	Sons of Ragnarok	3 gang members
6	Sons of Ragnarok	2 gang members
7	Umeni Security Corps	1 guard, 1 robot
8	Umeni Security Corps	4 guards
9	Sons of Ragnarok	6 gang members

RESEARCH POINTS

2 This research case is tough to get. The only way to get it is through an air duct opening atop the house under construction. Hack the forklift and carry a crate over to the house's northwestern corner. Sneak the **RC Jumper** past the patrolling guards and jump onto the crate. Now use the forklift to raise the container and **RC Jumper** to the roof. Open the grate on the air duct and drive right in. Follow the duct to a small room with another grate. Open it and drop an explosive device; back away before detonating it. This clears away the barrels in front of the grate in the other room so you can then drive in and get the research case.

3 Find a large computer-shaped playground and climb up the ladder in the back. Instead of going down the slide, open the grate and send the **RC Jumper** into the air duct. Follow it around until you find the research. Pick it up.

MONEY

3 MONEY BAG

This money bag is next to a restroom with three gang members. An easy way to get it is to wait until the gang member patrolling around walks behind the restroom. Hack his phone to distract him, and then stun him with a taser. Now deploy the **RC Jumper** and come around the side of the restroom. Distract the gang member looking toward the **RC Jumper**. Quickly drive in, get the money, and get out.

4 MONEY BAG

Just walk into the backyard of this home and pick up the money. It's as easy as that.

5 MONEY BAG

There are two gang members at a campsite with this bag of money. They wander around, so send in the **RC Jumper** and distract them if necessary so you can get the money and escape without being seen. Since they are often on the move, it is not difficult to tase them one at a time. Get the one who can call for reinforcements first.

6 MONEY BAG

Climb onto the roof of a house to get this money bag. Access the first floor via the left side of the house, then climb up the front side to reach the second-floor roof.

7 SPORT BAG

It is easiest to get this sport bag during a mission that takes place at this restricted area. However, you can also get it without doing the mission. Enter through the northwestern passage into this storm drain area. Send in the **RC Jumper**. Once you reach the large open area inside, move to the left and go through a grate to get into the central room. Avoid gang members as you go. There is one gang member inside the room. Distract him with a phone hack, pick up the sport bag, and leave.

PAINT

2 QUADCOPTER PAINT JOB

You need explosives to get this paint. It is under a wooden deck in the backyard of a home. Blast a hole in the side of the deck and drive in the **RC Jumper** to get the paint. The explosion will attract the cops, so get out of there before you are caught.

3 QUADCOPTER PAINT JOB

This paint is located on a patio cover in a backyard. The **RC Jumper** must be upgraded to jump higher to get this one. Jump onto the small shed next to the house; from there, jump over to the patio cover. Roll on over and get the paint.

4 QUADCOPTER PAINT JOB

Just hop a fence to get into the backyard of a home. The paint is sitting next to a couch. Pick it up.

UNIQUE VEHICLE

1 RAINBOW MISSILE BY FRUTTATO

This scooter is in a backyard. However, the gate is locked and the CCT is in the backyard, as are a guard and a robot sentry. If you hop the fence on the house's left side, you can deploy the **RC Jumper** and send it to hack the terminal when the guard and sentry robot are moving away from it. Then go around the front to the gate on the house's right side. Wait until the guard stops there and begins walking away. Open the gate and either stun the guard with the taser or use a melee attack. Deactivate the sentry robot and then hop on the rainbow missile and ride away. It is important that the guard and robot do not see you take the scooter or they will call for reinforcements—and the scooter is not fast enough to outrun a patrol car.

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RESEARCH POINTS

4 The ctOS security breach with this research is on the roof of a building next to a gas station. Walk to the back of the building and locate a crate under an air duct. Deploy the **RC Jumper** with upgraded jump capability and jump onto the crate. From there, jump into the duct. Follow it to the end and jump out of the opening. Continue onto an air-conditioning unit, and then onto the roof. Drive toward the front of the building and hack the CCT to unlock the security breach. Now you can hack the security breach with the **RC Jumper** and get the research.

PAINT

5 QUADCOPTER PAINT JOB

This is an easy collectible to get. It is located on an overhang above a loading dock. Just climb onto a pallet of boxes and from there onto the overhang to get the paint.

SCOUT X LOCATIONS

Tidis Building

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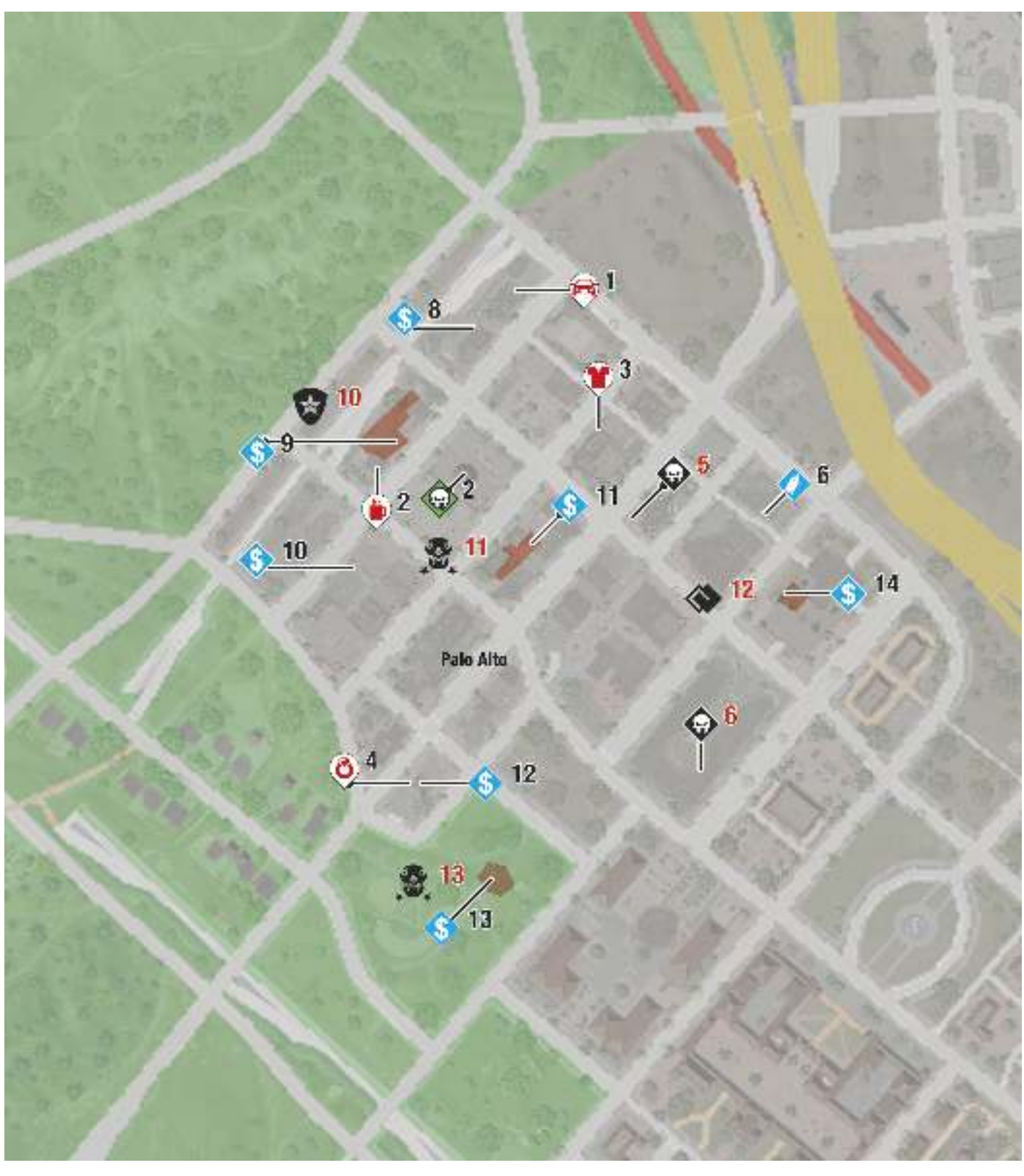
SILICON VALLEY

Palo Alto



RESTRICTED AREAS

AREA	FACTION	ENEMIES
10	Police	5 officers
11	Sons of Ragnarok	6 gang members
12	Umeni Security Corps	3 guards
13	Sons of Ragnarok	2 gang members

KEY DATA

2 KEY DATA IN PALO ALTO

Get this key data as soon as possible, since it lets you research Enhanced Spring, which improves the height of your RC Jumper. The ctOS security breach is on the roof of the Palo Alto city hall. Go to the building's eastern corner to find the CCT. Deploy the RC Jumper and jump onto a crate; then drive into the shack where the terminal is located. Hack the terminal and send the Quadcopter up to hack the security breach and get the key data.

RESEARCH POINTS

3 You can hack the research from a ctOS security breach on the roof of a building. You need to use the RC Jumper to get it. Locate the garbage container in the opening in the middle of the building. Hop the RC Jumper from the garbage to an air duct, to an air-conditioning unit, and to the roof. From there, drive to an air duct near the CCT. Drive through the duct and jump into the area where the CCT is located. Hack the CCT and then the security breach to get the data.

6 This is one of the easiest research points to get. Climb up the stairs to reach the upper walkway of this building. Find the research on a table. Pick it up.

MONEY

8 MONEY BAG

This money bag is located behind a pallet of boxes. Use the nearby forklift to move the pallet so you can get the money.

9 SPORT BAG

The sport bag is in an air duct on the roof of a building with several police officers around. Marcus has to get this himself, since it requires climbing ladders. Watch the police officers as they patrol. When it is clear, hop over the fence at the western corner and hide behind a crate. Continue up the nearby ladder to the first-floor roof. Climb up another ladder and hide behind an HVAC unit on the roof. Now just wait for the officer on the roof to look away so you can get to the air duct where the sport bag is located. You can also send the RC Jumper to get it.

10 MONEY BAG

This money bag is located behind a locked grate. The CCT is on the building's roof. Locate a scissor lift to the southwest; use it to get onto the building southwest of the money bag. Once on the roof, deploy the RC Jumper and drive it off the wooden ramp so you can jump it across to the building where the terminal is located. Hack it and then get down to the alley. Open the grate to get the money bag.

11 SPORT BAG

Several gang members guard this sport bag in an alley. There is no way to sneak the RC Jumper in to get this money. You need to stun or take out the gang members. Position yourself by the low fence on the alley's southwest side. Fly the Quadcopter over the alley to scout it out. There are three enemies near a transformer vault, one near an HVAC unit, and one patrolling near a gas pipe. Place a trap on the pipe; when it detonates, hack the vault and the HVAC unit as quickly as possible. Only one foe remaining, near where Marcus is located. Hop over the fence and stun him with the taser. Then run to grab the sport bag and get out of there before they all wake up.

12 SPORT BAG

This sport bag is in a duct on the roof of a pawnshop. Just climb up the ladder behind the shop to get on the roof. Deploy the RC Jumper to go into the duct and get the money.

13 MONEY BAG

This money bag is in park and guarded by two gang members. Position yourself to the east so you are out of sight. Send in the RC Jumper. Use a phone hack to distract the one gang member who is patrolling. Then roll in to get the money.

14 SPORT BAG

There are three guards near this sport bag in an underground parking garage. Send the Quadcopter inside and view the guards. There are two junction boxes and a gas pipe. If you time it right, you can take care of all three guards in quick succession. Then just run in and get the sport bag of money. If you miss one with the hacks, move in and distract with a phone hack, then stun with the taser.

PAINT

6 JUMPER PAINT JOB

Look in a parking lot next to a building to find this paint. There is no one guarding it, so just walk to it and pick it up.

BUSINESSES

ICON	BUSINESS
1	Auto Elite (Car Dealership)
2	Coffee Shop
3	Axle Boardshop (Clothing Shop)
4	Pawnshop

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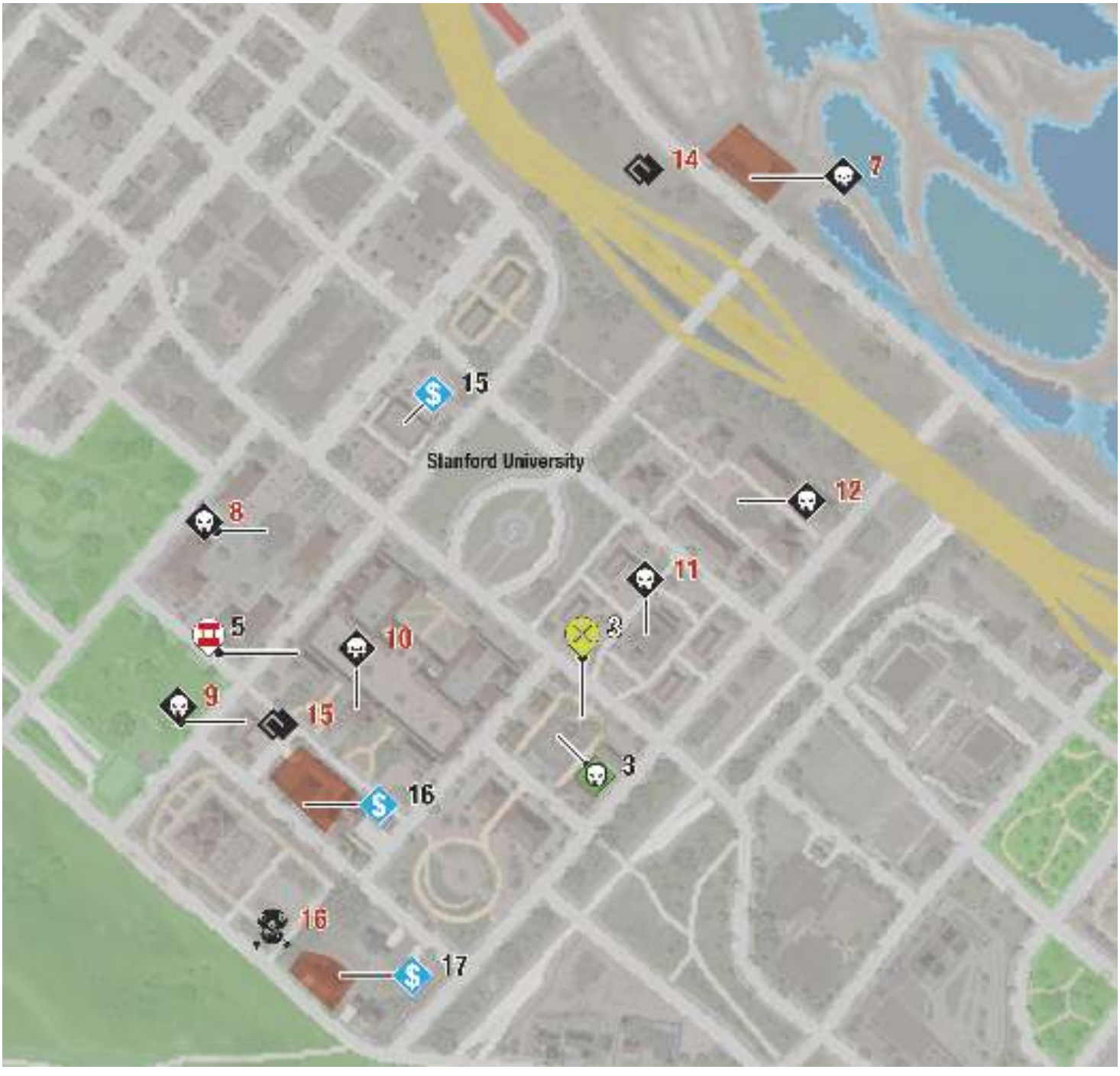
SILICON VALLEY
Stanford University



RESTRICTED AREAS

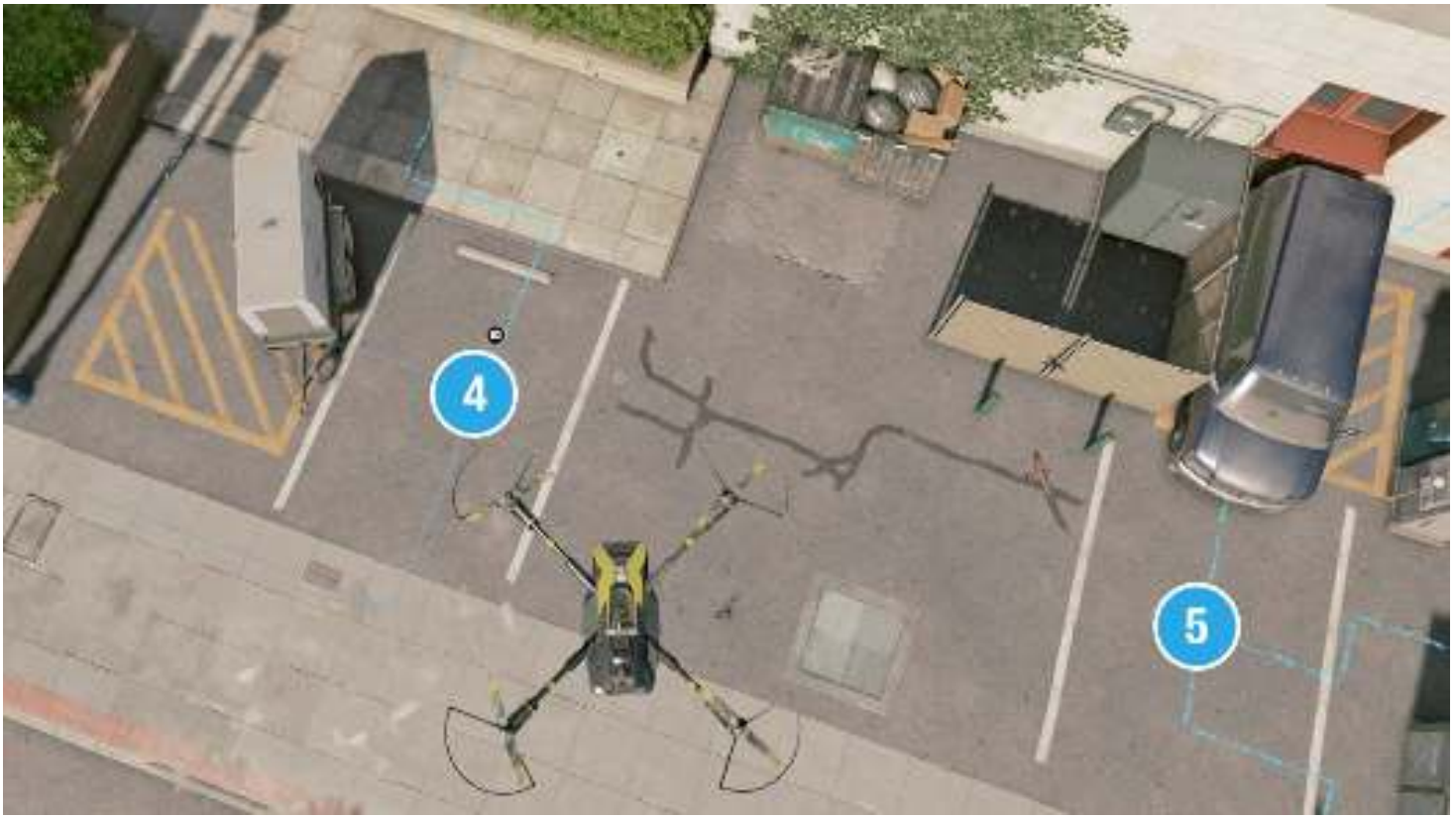
AREA	FACTION	ENEMIES
14	Umeni Security Corps	2 guards
15	Umeni Security Corps	6 guards, 1 dog
16	Sons of Ragnarok	3 gang members, 1 dog

KEY DATA

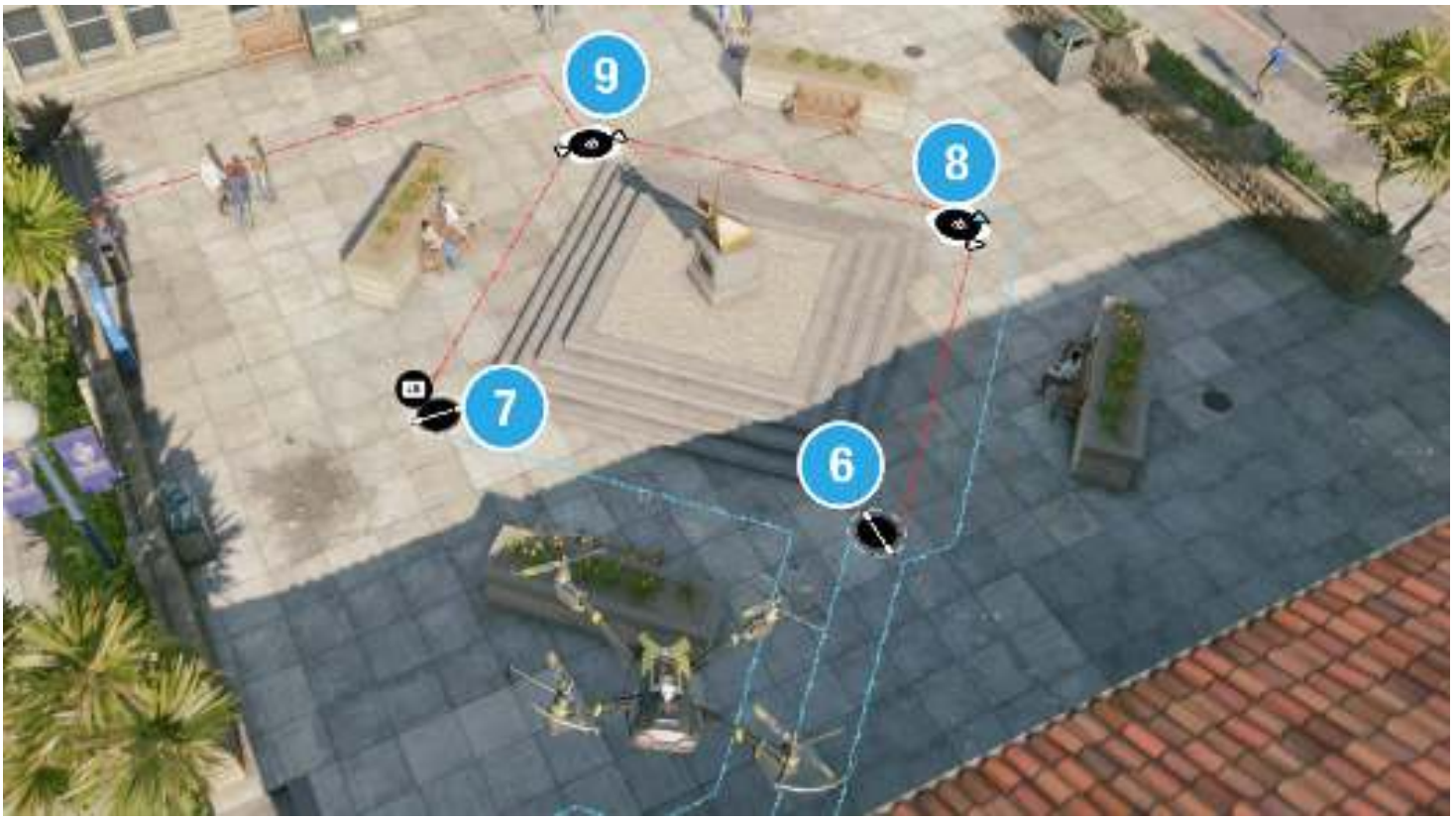
3 KEY DATA IN STANFORD UNIVERSITY

This key data is used to research the Stun Amp Up upgrade for the taser. The case containing the data is located behind a locked door inside Stanford Tower. Start by climbing up the planters on the side of the northeastern entrance. Move to the tower's back side and climb up an air-conditioning unit to reach the higher walkway. Open a grate and send the **RC Jumper** into an air duct. Follow it around to the center of the tower and hack the security router.

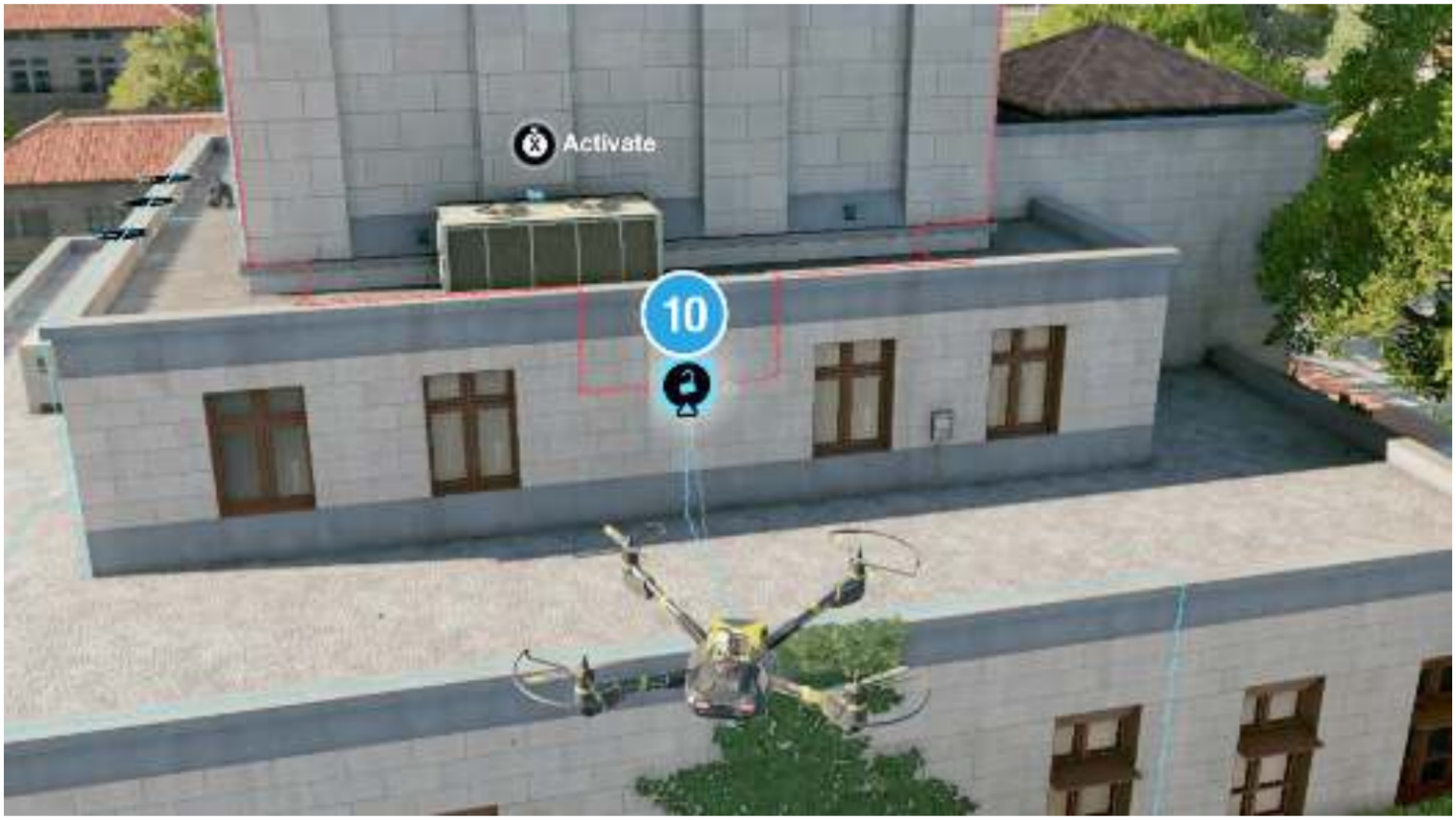
Now deploy the Quadcopter and begin moving nodes to send power to the locked door. Near the grate where the **RC Jumper** enters the duct, move node 1 twice, and then nodes 2 and 3 once each.



Now fly over the parking lot behind the tower and move the two vans to reveal two more nodes. Move node 4 once and node 5 twice.



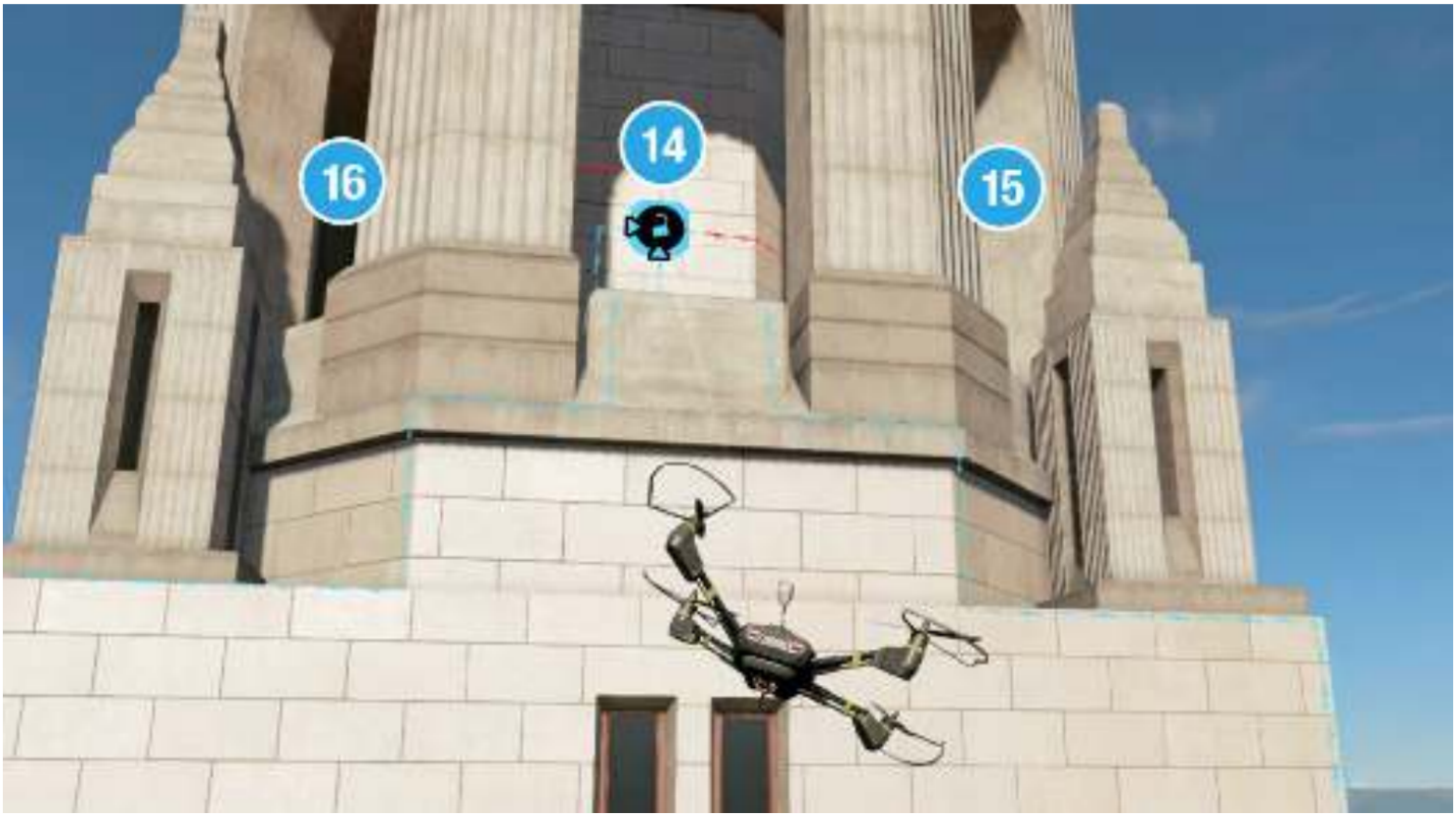
Next, fly over the patio area to the tower’s southeast. Move node 6 once, node 7 once, node 8 twice, and node 9 three times.



Now turn to face the tower and move node 10 twice.

Fly to the patio area northwest of the tower to find more nodes. Move node 11 once and node 12 once.

Turn toward the tower and move node 13 three times.



Fly to the top of the tower facing the back side. Move node 14 once. Fly to the right and move node 15 once. Now fly to the left to the northwest side and move node 16 once.

Move to the front of the tower and move node 17 twice and then node 18 three times.

Fly down to move node 19 once. This unlocks the door. Now Marcus can walk around to the front of the tower, open the door, and enter the tower to get the case with the data inside.

RESEARCH POINTS

7 There are several steps to get the case containing this research. Position yourself near the south corner of the fence, where there is an opening. Deploy the **RC Jumper** and jump into the air duct along the building's southwest side. Follow it into the garage area. Hack the CCT to unlock the doors and then drive the **RC Jumper** onto the fork of one of the forklifts. Take control of the forklift, open a garage door, and drive out. Raise the **RC Jumper** onto the building's roof. Locate a hole in the roof and drop inside, where you can get the research.

8 This case of research is located on an upper balcony area. To reach it, you need to move a van over by a building to the southwest of the one with the research. There is a spot near the coffee shop sign where you can climb onto the van and get onto the building's upper level. Make your way to the northeast and then on to where a ladder takes you to the level where the case is waiting for you.

9 The Wi-Fi sniffer you need to hack is inside an air duct on the roof of a building. Deploy the **RC Jumper** and jump up onto a power box on the building's southwestern side. Get onto the roof and then enter the air duct through a grate. Go left at the first intersection, straight at the second, right at the third, and right at the fourth after going up a ramp. Drop down an opening and turn left at the next intersection. Follow it around to the Wi-Fi sniffer to hack the research.

10 You must hack four different CCTs to unlock the security breach and get the data. Use **NetHack** to follow the red lines to the terminals. Two CCTs you can walk right up to and hack. To reach another, you need to use the **RC Jumper** to jump through a small opening. The final one is behind some boards. Just walk into the boards to move them and get to the terminal. Once you've hacked all four, use the Quadcopter to hack the security breach.

11 In order to reach the CCT and unlock the security breach, you need to use a nearby forklift. Drive the **RC Jumper** onto its forks and then move the forklift into the tunnel underneath the security breach. There is an opening in the ceiling. Hop the **RC Jumper** into the hole and follow the duct. When you find a box blocking your way, go the other way around and drop into a room. Jump over a shelf to reach the terminal. After hacking it, switch to the Quadcopter and fly up to the security breach. Hack it to get the research.

12 The case of research is on a rooftop. To get it, you need your **RC Jumper** upgraded for speed and higher jumping. Jump onto a solar panel southeast of the building with the research. Jump onto the roof of the building straight ahead. Then jump across to the building on the left (northeast). From there, jump across to the building to the northwest. Finally, jump across to the balcony where the CCT is located. The railing of the balcony is down, so it makes the jump possible. After hacking the terminal, take control of the window-washer lift and ride it to the roof to get the research.

MONEY

1 MONEY BAG

Use **NetHack** to find a CCT on the building where the money bag is located. This unlocks a grate on a lower level. Walk down some stairs, open the grate, and send in the **RC Jumper**. Climb through the ducts, jumping up when you come to dead ends, until you come to another grate. Open it and drop down onto a balcony. Turn to the left and jump across to another balcony and then onto a third balcony. Open the grate on the balcony and jump into another duct. Follow it to the roof, where you can get the money bag.

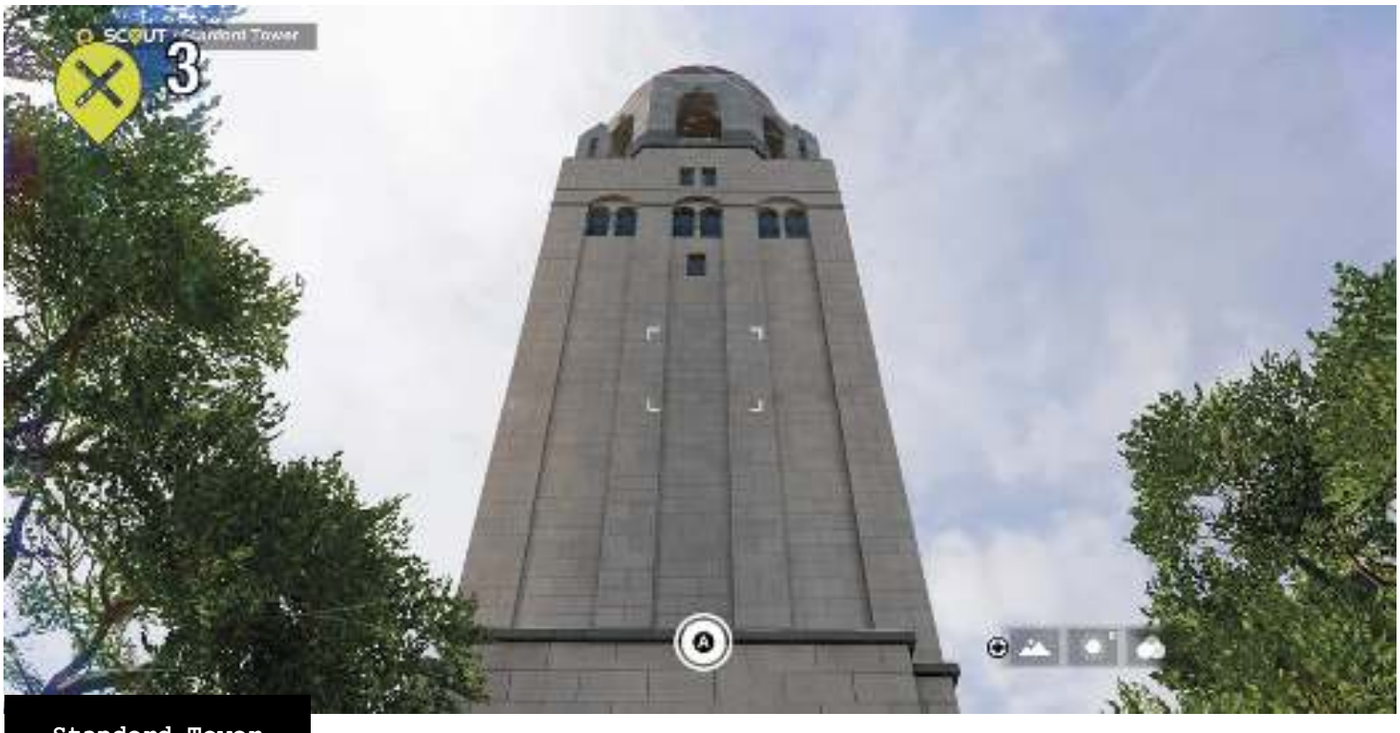
16 SPORT BAG

While you can get this sport bag of money during a mission at this restricted area, you can also just come here and grab it. Climb onto the roof on the eastern corner, to the right of where the fire trucks are parked. Once there, drive the **RC Jumper** along the roof's southern side so you have a view of the police officer with eyes on the sport bag. Distract the officer with a phone hack, then drop down with the **RC Jumper** and grab the money before recalling it back to you.

17 MONEY BAG

This money bag is in the backyard with gang members around it. There is only one gang member who actually has eyes on the money. Position yourself in the backyard to the southeast. Send the Quadcopter up to watch the enemies. Once you see where they are, distract the gang member near the spa. Take control of Marcus and quickly jump over the fence and tase him. Stun the other gang member nearby, then grab the money and run.

SCOUT X LOCATIONS



Standord Tower

BUSINESSES

ICON	BUSINESS
5	Stanford Kiosk (**Clothing** Shop)

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RESTRICTED AREAS

AREA	FACTION	ENEMIES
17	Sons of Ragnarok	8 gang members
18	Umeni Security Corps	7 guards

KEY DATA

4 KEY DATA IN SWAN LEAVITT OBSERVATORY

This key data is used to research **Botnet** Savings for Personal Devices. There are many guards in this restricted area; however, there is an easy way to get the research without raising an alarm or getting into a firefight. Get the scissor lift in the parking lot to the west of this area. Drive it around to the east side of the observatory, right next to the building. Use it to get onto the roof. Take cover behind an HVAC unit and watch the lone guard in the area's southern part. Wait for him to begin walking away from you. Drop down to the ground, using crates to decrease how far you fall. Tase the guard when he is behind the structure holding the large radio telescope. Now climb up the ladder and get the case containing the data. Exit the way you entered via the rooftop and scissor lift. By the time the guard wakes up, you will be long gone.

RESEARCH POINTS

13 The research is in a case in an air duct atop a building. The area is fenced off with locked gates. Drive the nearby flatbed truck to one of the gates so its front bumper is touching the gate. Get out and raise the bed to make a ramp. Now hop on one of the motorcycles near the electrical tower and use the ramp to jump into the enclosed area. Hack the CCT to unlock the gates so you can leave when you are done. Climb onto the containers on the building's eastern side and open a grate. Deploy the **RC Jumper** and jump it into the air duct. Follow it around until you get the case.

MONEY

18 SPORT BAG

This money is located in the kitchen of Rhonda's Restaurant. Usually there are no gang members inside, so you can walk in the front door and right into the kitchen to get the money. Watch for one gang member who patrols the back porch. He occasionally comes in to check the kitchen. Either hide or deal with him if necessary. Then get the money and make your getaway.

PAINT

7 WEAPON PAINT JOB

To get this paint, approach this restricted area from the east. Move near the wooden shack and deploy the **RC Jumper**. Jump onto the shack and drop down through the hole in the roof. The paint is sitting inside, so pick it up.

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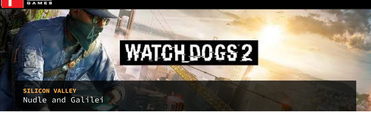
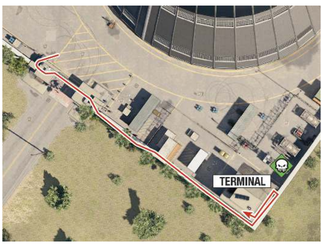


RESTRICTED AREAS

AREA	FACTION	ENEMIES
19	Sons of Ragnarok	1 gang member, 1 dog
20	Sons of Ragnarok	3 gang members
21	Sons of Ragnarok	2 gang members, 1 armored gang member
22	Umeni Security Corps	7 guards, 1 dog

KEY DATA



5 KEY DATA IN GALILEI

This key data allows you to research Explosive Optimization. It is in a ctOS security breach on a communications tower. The tough part is getting to the CCT and unlocking the security breach. Enter the Galilei facility through the southwest entrance and climb on top of the gatehouse. Walk along the wall toward the building where the terminal is located. Wait for the guard on top of the building to walk away, then move along the wall and get behind the building where the guards can't see you. Continue around the corner and stay next to the building. Use the Quadcopter to watch the guard on the building as well as the one on the walkway where the ladder leads up to the top. Wait until the guard on top is walking away from you, then distract the guard on the walkway with a phone hack. Quickly vault onto the walkway and climb the ladder. Take cover by the building's southwestern corner. As the guard approaches, distract and then tase him or drop him with a melee attack. Deploy the `RC Jumper` and send it around to hack the terminal. Finally, send the Quadcopter to hack the security breach and get the key data. Before climbing down the ladder, distract the guard on the walkway and then jump down from the wall to make your escape.

RESEARCH POINTS

6 The hard drive with the research is in an air duct above the hospital's ER entrance. There is a grate to the ducts on the lower roof to the left of the entrance. However, to get onto the roof, you need to go to the southern corner of the hospital complex, where the roof is low enough for you to climb onto it. Advance to the grate and open it. Deploy the `RC Jumper` and drive into the ducts to get the research.

7 The case containing the research is on one of the side roofs of a building. Take control of a nearby forklift. Drive it to the back of the building where some pallets of boxes are located. Deploy the `RC Jumper` and jump onto one of the pallets. Now use the forklift to raise the pallet so the Jumper can get onto the roof's eastern part. Once there, open a grate and jump into the air duct. Follow it around and up until you get to an opening. Carefully drive out of the opening so the `RC Jumper` drops straight down onto the roof section where the case is located.

MONEY

19 MONEY BAG

Guarded by three gang members, you can get this money fairly easily if you are patient. Watch the movements of the gang members. Two are next to either a transformer vault or a junction box. Wait until the third walks near one of them, then quickly hack all of these to stun the three enemies. Then just hop the fence, get the money, and get out.

20 MONEY BAG

While there are three gang members in this area, it is easy to sneak the `RC Jumper` in to get the money. Take a position east of this area and deploy the `RC Jumper`. Send it along the back fence. Jump onto the shed and then drop down into the restricted area and hide behind a crate. Wait until the patrolling gang member is walking away, then drive around behind the stationary enemy to get the money. If you stay out of their sight, you can grab the cash without them knowing you were there.

21 SPORT BAG

This sport bag of money is located in the basement of a home under construction. Start off by detonating the explosive container on the first floor of the house. This blows open a small hole into which you can send the `RC Jumper`. Drop down and drive around to the left. Jump onto a pallet and then into the next room. Jump into an air duct and follow it to another room with several air ducts. Go into the only one that leads into another room (two other pieces of duct in the room are not connected to anything, while the one you want is connected to the wall). Follow it to the final room, where you can pick up the money.

22 MONEY BAG

Only one gang member and a dog guard this money. Go into the backyard of the house to the east of the one with the money. Stun the gang member with the taser. Then send in the `RC Jumper` to get the money. If the dog is in the way, stun it as well.

23 MONEY BAG

To get onto the roof of the building to grab this money bag, you need a motorcycle. Start in the park north of the building and ride at full speed to go off a dirt ramp and across two solar panels, and then land on the roof. Once there, just walk over and get the cash.

24 MONEY BAG

Locate a gated underground access point north of the Nudle campus. Drop down through the opening and head into the area to find the money bag.

25 SPORT BAG

You need to get on top of the northeastern building of the Nudle campus. Find a scissor lift near the southeastern building and drive it over to the southeastern side of the northeastern building. Ride it up to the roof and then make your way to where the money is waiting for you.

26 MONEY BAG

This money bag is inside a shelter at a homeless camp. Drive the `RC Jumper` inside the shelter to get the money.

27 MONEY BAG

Walk into the main entrance to the large Galilei building. The money bag is on the counter of the information desk located just outside the visitor center. Pick it up.

PAINT

8 VEHICLE PAINT JOB

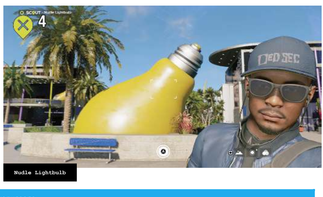
This paint is located on the southern balcony of the northwestern Nudle building. Just walk through the door on the east side and head up the stairs. Continue out a door to the balcony and add the paint to your collection.

UNIQUE VEHICLE

1 THE DANGERZONE BY TARG MOTORS

The "SVNR" building has a cunningly-hidden vehicle, behind one of two locked underground garage doors. Take the `RC Jumper`, and place it by the ground duct in the grassy area on the southwest side of the building exterior. Drive it down the duct, and into an adjacent locked garage. The CCT is behind a piece of wood. Destroy it with a remote electro-shock device (backing up first—don't use an explosive device or the unique vehicle is destroyed, and you'll have to fast-travel elsewhere for it to be rebuilt). Then enter the underground parking area (from the west side) and procure this performance monster!

SCOUT X LOCATIONS



BUSINESSES

ICON	BUSINESS
6	Plainstock (`Clothing` Shop)
7	Nudle Vending Machine (`Clothing` Shop)
8	Torque Rat Bike Shop (`Clothing` Shop)
9	Gaglilei Vending Machine (`Clothing` Shop)

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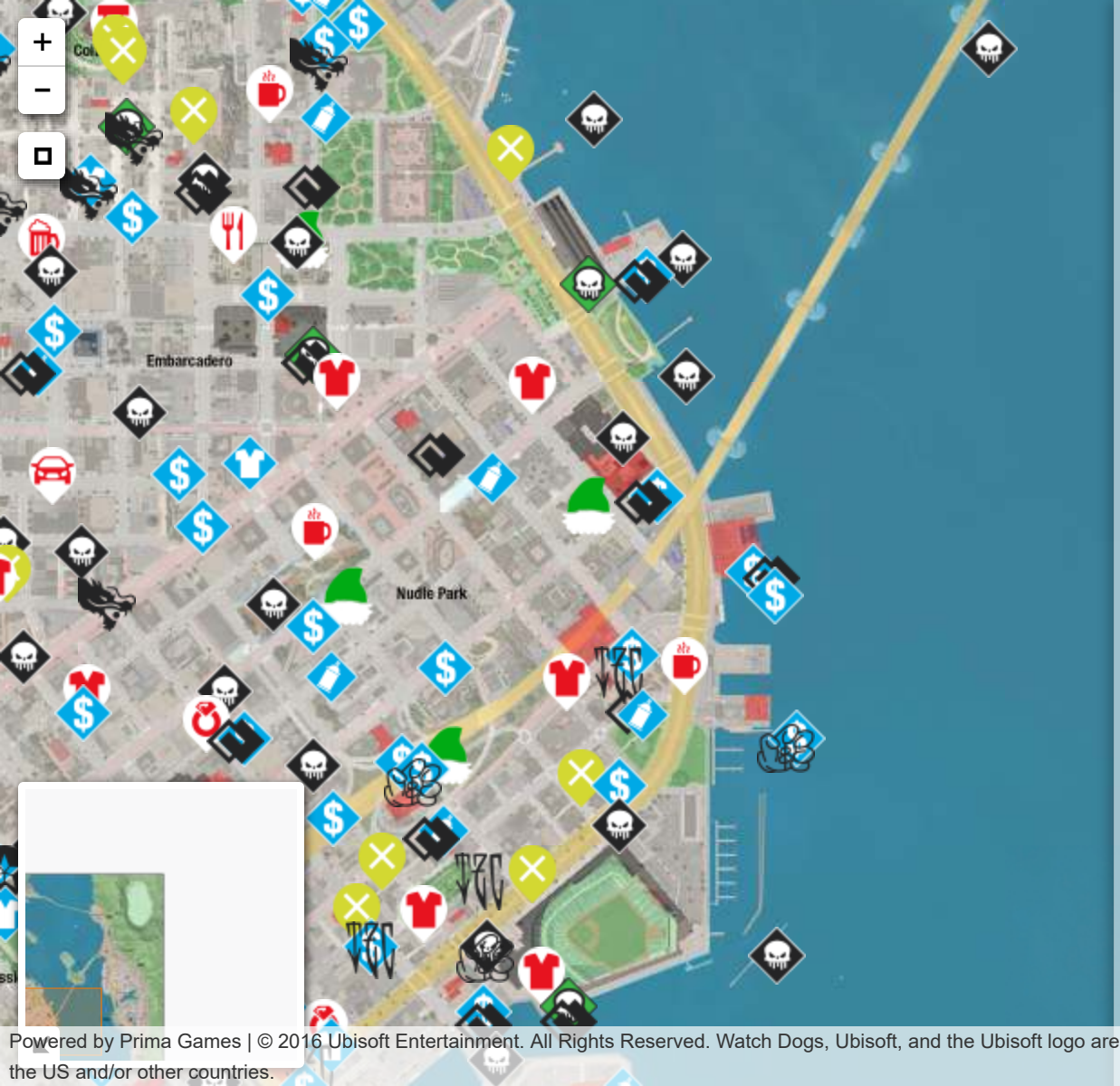

Show All | Hide All

Businesses

- Bar
- Car Dealership
- Clothing Shop
- Coffee Shop
- Pawnshop
- Restaurant
- Sailboat Shop
- Tourist Kiosk

Faction

- 580s Gang
- Auntie Shu Gang
- Bratva Gang
- New Dawn
- Oakland Police
- Sons of Ragnarok
- Tezcas
- Umeni Security Corps

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APPENDIX
Clothing

Alcatraz Kiosk

TYPE	ITEM
Hats	Military Cap: Morris Black
Hats	Military Cap: Anglin Orange
Tops	Henley Tee: D-Block
Tops	Henley Tee: The Yard
Tops	Souvenir Tee: Hard Time
Tops	Souvenir Tee: The Hole
Tops	Souvenir Tee: Locked Up
Tops	Souvenir Tank: Birdman Blue
Tops	Souvenir Tank: Kelly Grey
Tops	Souvenir Tank: Bumpy Black

Axle Board Shop

TYPE	ITEM
Bags	Messenger Bag: Grinder
Bags	Messenger Bag: Axle Skull
Glasses	Nerdcore Specs: Puke Green
Glasses	Nerdcore Specs: Mosh Pit Red
Hats	Dome Cover: Blue Blood
Hats	Dome Cover: Baked Goods
Hats	Dome Cover: Cruster
Hats	Dome Cover: Five Alarm
Hats	Dome Cover: Urban Camo
Hats	Dome Cover: Sourdough

Hats	Cuban Cap: Dictator
Hats	Cuban Cap: Pigeon Meat
Hats	Seaman Cap: Upturned
Hats	Seaman Cap: Grunt Cover
Hats	Seaman Cap: Fishysticks
Hats	Seaman Cap: Castaway
Bottoms	Skinny Fit: Washed Up
Bottoms	Skinny Fit: Belly Button
Bottoms	Skinny Fit: Wedgie Warrior
Bottoms	Skinny Fit: Ass Rock 80s
Bottoms	Skinny Shorts: Skate Rock
Bottoms	Skinny Shorts: Acid Washed
Bottoms	Basic Cargos: Do Knot Pull
Bottoms	Basic Cargos: Ground War
Bottoms	Preppy Shorts: Long Beach
Bottoms	Preppy Shorts: All Business
Footwear	Retro Skate: Scabbed Knees
Footwear	Retro Skate: Blue Heels
Footwear	Retro Straps: Patternz
Footwear	Retro Straps: Greypathy
Footwear	SK8r Shoes: Mud Duck
Footwear	SK8r Shoes: Thrash Metal
Footwear	Lazy Foot: Blue’d Boi
Footwear	Lazy Foot: Can’t Fail
Tops	Slacker Sweat: WTF?
Tops	Slacker Sweat: Pyrotechnics
Tops	Zippie Hoodie: The Sherman
Tops	Zippie Hoodie: The Belvedere
Tops	Zippie Hoodie: Brunch Time!
Tops	Zippie Hoodie: Day Drinking
Tops	East Side: Understated
Tops	East Side: Weaponized
Tops	Layers: Really?
Tops	Layers: Respectable
Tops	Prep School: Pink Riot
Tops	Prep School: Power Pellet

Tops	Thrift Store: Pushing 60
Tops	Thrift Store: Retiree

Beatniks Kiosk

TYPE	ITEM
Hats	SF Fan Hat: Game Day
Hats	Baseball Fan: Black Cap
Hats	Baseball Fan: Grey Cap
Hats	Baseball Fan: Red Cap
Hats	Baseball Fan: White Cap
Tops	SF Fan Top: Home Jersey
Tops	SF Fan Top: Away Jersey
Tops	SF Fan Top: Alt Jersey

Galilei Vending Machine

TYPE	ITEM
Tops	Galilei: Logo Tee
Tops	Galilei: Logo Tee
Tops	Galilei: Space Henley
Tops	Galilei: Space Henley
Tops	Galilei: Logo Tee
Tops	Galilei: Logo Tee
Tops	Galilei: Space Tee
Tops	Galilei: Space Tee

Hackerspace

TYPE	ITEM
Hats	Wool Beanie: Robbin’ Hood
Hats	Flat Brim Hat: Virus
Hats	Flat Brim Hat: The Reaper
Masks	Face Mask: Skull
Bottoms	Lazy Pants: Black Sweats
Bottoms	Athletic Gear: Time To Play
Footwear	Street Shoes: Knife Runner
Footwear	Street Shoes: Angle Grinder

Footwear	Retro Sneakers: Ol’ Skool
Tops	Pullover Hood: SECsy Skull
Tops	Track Jacket: Horror Show
Tops	Windbreaker: Crime Scene

Nudle Vending Machine

TYPE	ITEM
Tops	Logo Tee: Boolean Black
Tops	Logo Tee: GOTO Grey
Tops	Logo Tee: Dev\Null Navy
Tops	Logo Tee: Whitelist
Tops	Mascot Tee: Boolean Black
Tops	Mascot Tee: GOTO Grey
Tops	Mascot Tee: Dev\Null Navy
Tops	Mascot Tee: Whitelist
Tops	**Swag** Tee: Boolean Black
Tops	**Swag** Tee: GOTO Grey
Tops	**Swag** Tee: Dev\Null Navy
Tops	**Swag** Tee: Whitelist

Ohlones Kiosk

TYPE	ITEM
Hats	OAK Fan Hat: The 6th Man
Hats	Basketball Fan: Black Cap
Hats	Basketball Fan: Blue Cap
Hats	Basketball Fan: Multicolored Cap
Hats	Basketball Fan: #FA8320 Cap
Tops	OAK Fan Top: Warmup Shirt
Tops	OAK Fan Top: Game Jersey
Tops	OAK Fan Top: Supporter Tee

Plainstock

TYPE	ITEM
Bags	The Minimalist: Clear Sky
Bags	The Minimalist: Line Noise
Bags	The Minimalist: Letter Day
Hats	Plainstock Hat: Inky Black
Hats	Plainstock Hat: Gravy Brown
Hats	Plainstock Hat: Dolores Green
Hats	Plainstock Hat: Orangey Orange
Hats	Plainstock Hat: Rusty Red
Hats	Plainstock Hat: Lemony Yellow
Hats	Slouchy Knit: Resin Brown
Hats	Plainstock Hat: Tighty White
Bottoms	Classic Jeans: Gamer Black
Bottoms	Classic Jeans: Freshly Blue
Bottoms	Classic Jeans: Pre-Faded Blue
Bottoms	Trackies: Pristine
Bottoms	Trackies: Gym Teacher
Bottoms	Trackies: Basic Sweats
Bottoms	Trackies: All-Purpose
Bottoms	Classic Jeans: Nicely Worn In
Bottoms	Dad Shorts: High Roller
Footwear	Gatorfeet: Executive
Footwear	Gatorfeet: Prop 215
Footwear	Gatorfeet: Safety First
Footwear	Gatorfeet: Whine Country
Footwear	Gatorfeet: Apple Picker
Footwear	Gatorfeet: Leg Day
Footwear	Crunchyfoot: Compost Bin
Footwear	Crunchyfoot: Landfill Bin
Footwear	Crunchyfoot: Recycle Bin
Footwear	Nero Sandals: Ash
Footwear	Nero Sandals: Fiddle
Footwear	Nero Sandals: Flame
Footwear	No Dress Code: CEO

Footwear	No Dress Code: Developer
Footwear	No Dress Code: IT Tech
Footwear	Higher Bracket: Santa Monica
Footwear	Higher Bracket: Santa Barbara
Footwear	Higher Bracket: Santa Cruz
Footwear	Questionable: The Petaluma
Footwear	Questionable: The Novato
Footwear	Questionable: The Sausalito
Footwear	Formal Sandals: Black Tie
Footwear	Formal Sandals: Business Dress
Footwear	Formal Sandals: Casual Friday
Footwear	Casual Canvas: In The Black
Footwear	Casual Canvas: Blue Chip
Footwear	Casual Canvas: MBA Brown
Footwear	Casual Canvas: Greenbacks
Footwear	Casual Canvas: Grey Morals
Footwear	Casual Canvas: In The Red
Footwear	Retro Sneaks: Basic Black
Footwear	Retro Sneaks: Blue Jeans
Footwear	Retro Sneaks: Power Exchange
Footwear	Retro Sneaks: Freedom Feet
Footwear	Retro Sneaks: Turn It Up
Footwear	Lazy Sneakers: The 90s Live
Footwear	Lazy Sneakers: I’m a Warrior
Footwear	Lazy Sneakers: ...With Envy
Footwear	Lazy Sneakers: Woolies
Footwear	Lazy Sneakers: Granddad Pants
Footwear	Hikers: Vaca
Footwear	Hikers: Tamalpais
Footwear	Hikers: Montara
Footwear	Casual Canvas: Greenerbacks
Tops	SOMA Sherpa: Shadow
Tops	SOMA Sherpa: Warrior
Tops	SOMA Sherpa: Hi-Vis
Tops	SOMA Sherpa: Safety

Tops	Coder Uniform: Black Space
Tops	Coder Uniform: Navy Hash
Tops	Coder Uniform: Error Grey
Tops	The Hackathon: Mission Blue
Tops	The Hackathon: Dolores Green
Tops	The Hackathon: Sutro Red
Tops	The Commuter: All-Nighter
Tops	The Commuter: Free Spirit
Tops	The Commuter: Cosmopolitan
Tops	Dudebro Polo: Monochrome
Tops	Dudebro Polo: Technicolor
Tops	Dudebro Polo: Flare
Tops	Dudebro Polo: Sales Squad
Tops	Dudebro Polo: Ivy League
Tops	Middle Manager: Overtime
Tops	Middle Manager: Meeting Grey
Tops	Middle Manager: Clocked Out
Tops	Thrifty Knit: Highland
Tops	Thrifty Knit: Stripetastic
Tops	Thrifty Knit: Nerdcore
Tops	Thrifty Knit: Sitcom Dad
Tops	Grandma Knit: After Midnight
Tops	Sweaty Fleece: Austrian Grey
Tops	Lightly Ribbed: Mustardly
Tops	Casual FiDi: Sales Team
Tops	Casual FiDi: Marketing Team
Tops	Casual FiDi: Intern
Tops	Plainstock Tee: Nihilist Black
Tops	Plainstock Tee: Depressed Blue
Tops	Plainstock Tee: Fugue Grey
Tops	Plainstock Tee: Paranoia Green
Tops	Plainstock Tee: Detached Grey
Tops	Plainstock Tee: Manic Orange
Tops	Plainstock Tee: Repressed Red
Tops	Plainstock Zip: Banker Black
Tops	Plainstock Zip: Groggy Green

Tops	Plainstock Zip: Garish Grey
Tops	Plainstock Zip: Offbeat Orange
Tops	Plainstock Zip: Pauper Purple
Tops	Plainstock Zip: Yuppie Yellow
Tops	Blue Ridge: Serious Stripes
Tops	Sweaty Fleece: Swiss Grey
Tops	Plainstock Tee: Obsessed White
Tops	Blue Ridge: Serious Stripes
Tops	Sweaty Fleece: Swiss Grey
Tops	Plainstock Tee: Obsessed White

Stache & Vine

TYPE	ITEM
Bags	Worn Bag: Vintage Skin
Glasses	Fifties Specs: Williams
Glasses	Fifties Specs: Tortuga
Glasses	Fifties Specs: Muir
Hats	Bargain Bin: Chilled Out
Hats	Bargain Bin: Mission Beach
Hats	Bargain Bin: Hand Knitted
Hats	Bargain Bin: Outspoken
Hats	Bargain Bin: Light Touch
Hats	Bargain Bin: The Linus
Hats	Vintage Beret: Raspberry
Hats	Vintage Beret: Panther
Hats	Modern Beret: Bystander
Hats	Modern Beret: Poetry Slam
Hats	Commie Cap: Bay of Pigs
Hats	Commie Cap: Leather Daddy
Hats	Newsie Cap: By The Barrel
Hats	Newsie Cap: The Journal
Hats	Newsie Cap: Simeon
Hats	Funky Fedora: Felt Strange
Hats	Funky Fedora: M’Lady
Hats	Funky Fedora: Not All Hats

Hats	Funky Fedora: Nice Hat, Guy
Hats	Funky Fedora: Smart Fella
Hats	Funky Fedora: Sheepish
Hats	Fancy Fedora: Folsom
Hats	Fancy Fedora: Peacock
Hats	Fancy Fedora: North Beach
Bottoms	Skinny Jeans: After Hours
Bottoms	Skinny Jeans: Mustard Seed
Bottoms	Skinny Jeans: Classic
Bottoms	Skinny Jeans: Artisanal
Bottoms	Skinny Jeans: Roasted Red
Bottoms	Skinny Jeans: Stain Magnet
Bottoms	Hipster Shorts: Totes Purps
Bottoms	Hipster Shorts: Rugburned
Bottoms	Hipster Shorts: Thrifty
Bottoms	Hipster Shorts: Domestic Brew
Bottoms	Hipster Shorts: Wild Caught
Bottoms	Hipster Shorts: Bleached Out
Bottoms	Trendy Jeans: Royals
Bottoms	Trendy Jeans: Starman
Bottoms	Trendy Jeans: Crotch Huggers
Bottoms	Board Shorts: Beach Bonfire
Bottoms	Board Shorts: Clay Waders
Bottoms	Lazy Day Pants: Kick It!
Bottoms	Lazy Day Pants: Can’t Hear You
Bottoms	Lazy Day Pants: Safe For Work
Footwear	Tassel Loafers: The King
Footwear	Tassel Loafers: Buster Up
Footwear	Tassel Loafers: Ruddy Rudd
Footwear	Vintage Army: Whirled Peas
Footwear	Vintage Army: Native Lands
Footwear	No Frill Shoes: Tangled Up
Footwear	No Frill Shoes: Goldenrod
Footwear	Dressed Down: Rude Boy
Footwear	Dressed Down: Spiced Leather
Footwear	Vintage Canvas: Local Edition

Footwear	Vintage Canvas: Forbidden Land
Tops	Member Jacket: Polka Time!
Tops	Sleeveless: Hard at Work
Tops	Sleeveless: Hard at Irony
Tops	Flannel Top: Lumbersexual
Tops	Flannel Top: Discount Rack
Tops	Tucked-In: Poindexter
Tops	Tucked-In: Pie Nipple
Tops	Tucked-In: Sugar Fried
Tops	Tucked-In: Old Soul
Tops	Wooly Sweater: Cuddle-Kins
Tops	Wooly Sweater: Winter Hygge
Tops	Wooly Sweater: Amazing!
Tops	Wooly Sweater: Truck Stop
Tops	Sweater Vest: Eye See You
Tops	Sweater Vest: Nordic Knit
Tops	Buttoned Up: Pick It Up
Tops	Buttoned Up: Micro Brew
Tops	Buttoned Up: Coffee Shop
Tops	Buttoned Up: Joe Nickles

Stanford Kiosk

TYPE	ITEM
Hats	Stanford Cap: Graduation Day
Hats	Stanford Cap: Bright Future
Tops	Stanford Hood: Regalia Black
Tops	Stanford Hood: Faculty Blue
Tops	Stanford Hood: Doctorate Ash
Tops	Stanford Hood: Graduate Grey
Tops	Stanford Tee: Undergrad Grey
Tops	Stanford Tee: Loan Debt Red

StreetFlex

TYPE	ITEM
Bags	DJ Bag: Tagged
Bags	DJ Bag: Dance Hall
Glasses	Slat Shades: Pity
Glasses	Slat Shades: Silver
Glasses	Slat Shades: Chronix
Glasses	Slat Shades: Visiblity
Glasses	Slat Shades: Hotness
Glasses	Slat Shades: Milky
Glasses	Slat Shades: Bubbles
Hats	Beanie: West Bay
Hats	Slouched: The ‘Rich
Hats	Slouched: Mishone
Hats	Low Profile: Drop The Bass
Hats	Low Profile: Fat Donald
Hats	Flat Brim: Graffiti Unit
Hats	Flat Brim: Superstar
Hats	Flat Brim: Throwback
Hats	Snapback: Home Team
Hats	Snapback: Thirteen
Hats	Snapback: Clean
Hats	Oldhead: O.G.
Bottoms	Streetwear: Mic Drop
Bottoms	Streetwear: Diamonds
Bottoms	Streetwear: Hypeman
Bottoms	Harem Pants: Alpha Dog
Bottoms	Harem Pants: Leathers
Bottoms	Harem Pants: Extra Legit
Bottoms	Tracks: Babylon
Bottoms	Tracks: Wax Track
Bottoms	Tracks: Uncut
Bottoms	Tracks: Sidewalk Poet
Bottoms	Court Shorts: Baller
Bottoms	Court Shorts: Jammy Jams

Footwear	Hi-Tops: Black Hole
Footwear	Hi-Tops: Oaktown Rydes
Footwear	Lo-Tops: Anime
Footwear	Lo-Tops: Creepin’
Footwear	Hi-Top Straps: Block Party
Footwear	Hi-Top Straps: Merritt
Footwear	Strapped: Pothole
Footwear	Strapped: Cheetah
Footwear	Strapped: West Oak
Footwear	Strapped: Thousands
Footwear	Old Skool: Tribal
Footwear	Old Skool: Scribz
Footwear	Old Skool: Painted
Footwear	Hella Faded: Dumpster Dive
Footwear	Hella Faded: Double Black
Footwear	Hella Faded: One-On-One
Footwear	Air Strike: Steel Town
Footwear	Air Strike: Duo-Color
Footwear	Air Strike: Ninja
Footwear	Air Strike: Custom
Footwear	Fat Caps: Polished
Footwear	Fat Caps: Taggers
Footwear	Laced: International
Footwear	Laced: Remix
Footwear	Half Zip: Crooks
Footwear	Half Zip: Stoneface
Tops	Hoodie: ...As F**k
Tops	Hoodie: We Are Dope
Tops	Hoodie: Hip Hop
Tops	Hoodie: Poker Face
Tops	Hoodie: Staredown
Tops	Hoodie: Stickup
Tops	Puffy Vest: Iraq Gear
Tops	Puffy Vest: Roots
Tops	Puffy Jacket: Cool As Ice

Tops	Puffy Jacket: Shiny
Tops	Puffy Vest: 24 Karat
Tops	Puffy Vest: Ghost Town
Tops	Sports Jersey: **Oakland**
Tops	Sports Jersey: Brigands
Tops	Sports Jersey: Home Run
Tops	B-Ball Jersey: L.A. Tourist
Tops	B-Ball Jersey: Smokin’ Skull
Tops	B-Ball Jersey: All Star
Tops	Short Sleeve: Acidic
Tops	Short Sleeve: Cracking Bones
Tops	Short Sleeve: Home Town
Tops	East Side: Soldier
Tops	East Side: Low Rider
Tops	Casual: Tax Payer
Tops	Casual: Citizen
Tops	Flexed: Money Over All
Tops	Flexed: F**k You
Tops	Flexed: Scars&Stripes
Tops	Ribbed: Black Bandito
Tops	Ribbed: Blue Bandito
Tops	Ribbed: Red Bandito
Tops	Saggy Top: Skeleman
Tops	Street Tee: Savage
Tops	Street Tee: Flexwear
Tops	Street Tee: Scan Me

Tie Dye Dude Kiosk

TYPE	ITEM
Bags	Baghisattva: Hand Crafted
Bags	Baghisattva: Upcyled
Glasses	Ashbury Shades: Sad Day
Glasses	Ashbury Shades: Medicinal
Glasses	Ashbury Shades: Juicy
Glasses	Ashbury Shades: Rose-Colored

Hats	Haight Hippies: Purple Passion
Hats	Haight Hippies: Grandma’s Sofa
Hats	Haight Hippies: Suburban Rasta
Hats	Haight Hippies: Toned Down
Hats	Haight Hippies: Candy Stripes
Hats	Haight Hippies: So Much Flavor
Hats	Peace Scarf: Pink Rebellion
Tops	Vista Tee: Manifesto
Tops	Vista Tee: Aspiration
Tops	Vista Tee: Tie-Dead
Tops	Vista Tee: Tie-Dye Swirl
Tops	Vista Tee: Tie-Dye Wheel

Torque Rat Bike Shop

TYPE	ITEM
Bags	Road Bag: Pist-On
Glasses	Cop Shades: Kiss My Brass
Hats	Trucker Crown: Proud To Be
Hats	Trucker Crown: The Original
Hats	Road Wrap: Finish Line
Hats	Road Wrap: Highway Pirate
Hats	Road Wrap: Bandito
Hats	Road Wrap: U-S-A! U-S-A!
Hats	Brain Bucket: Desert Goggles
Hats	Brain Bucket: Dunkelsoldat
Hats	Brain Bucket: Spiegelsoldat
Bottoms	CYA: Road Leathers
Bottoms	CYA: Fashion Victim
Bottoms	CYA: Your Only Pair
Bottoms	Road Rashers: Grindcore
Bottoms	Road Rashers: Crust Punk
Bottoms	Road Rashers: Doomcore
Footwear	Guaracheros: Free Spirit
Footwear	Guaracheros: Hellfire
Footwear	Guaracheros: Skullcracker
Footwear	S**tkickers: Poser

Footwear	S**tkickers: Rancher
Footwear	S**tkickers: Cowboy
Footwear	Rider Boots: Grit
Footwear	Rider Boots: Oil
Footwear	Rider Boots: Steel
Footwear	Stompers: Studded
Footwear	Stompers: Strapped
Footwear	Stompers: Rolled
Tops	Working Man: Blue Collar
Tops	Working Man: No Days Off
Tops	All-Weather: Synthetic
Tops	All-Weather: Leather
Tops	Rally Week: Easy Rider
Tops	Rally Week: Iron Butt
Tops	Rally Week: Road Captain
Tops	Rally Week: Hang-Around
Tops	The Cut: Defender
Tops	The Cut: Enforcer
Tops	One Percenter: In For Life
Tops	One Percenter: Original
Tops	One Percenter: Patched
Tops	One Percenter: Earned Wings
Tops	The Cut: Nomad
Tops	The Cut: Greybeard
Tops	The Weekender: Filthy
Tops	The Weekender: Bloody
Tops	Classic Biker: Road Armor
Tops	Crotch Rocket: Speed Demon
Tops	Classic Biker: Leather Padre
Tops	Classic Biker: Wild One

Tourist Kiosk

TYPE	ITEM
Hats	Folsom Cap: Fly Your Flag
Hats	Tourist Cap: SF > NYC
Hats	Tourist Cap: Unpainted
Hats	Tourist Cap: It’s All Cali
Tops	The Deepest V: Castro&Market
Tops	Sun’s Out: SoCal
Tops	Sun’s Out: 1937
Tops	Sun’s Out: Gentle People
Tops	Pier 39 Tee: Pride
Tops	Pier 39 Tee: The Republic
Tops	Pier 39 Tee: That View
Tops	Pier 39 Tee: Lillie’s Gift
Tops	Pier 39 Tee: Crabby
Tops	Pier 39 Tee: OMG So Cute
Tops	Pier 39 Tee: Never Frisco
Tops	Pier 39 Tee: Alamo Square

William Finn

TYPE	ITEM
Bags	Travel Bag: Offsite Visit
Glasses	Designer Specs: Short Sighted
Glasses	Designer Specs: Bright Future
Bottoms	Tailored Pants: Hedge Manager
Bottoms	Tailored Pants: Capital Gains
Bottoms	Tailored Pants: Day Trader
Bottoms	Tailored Pants: Short Sale
Bottoms	Tailored Pants: Full Equity
Footwear	Fi-Di Flats: Organic
Footwear	Fi-Di Flats: Local Source
Footwear	Fi-Di Flats: Vegan
Footwear	NoCal Oxfords: Development
Footwear	NoCal Oxfords: Restructure
Footwear	NoCal Oxfords: Expansion

Tops	Founder: Wunderkind
Tops	Founder: Unicorn
Tops	Founder: Polymath
Tops	Startup CEO: Strategic
Tops	Startup CEO: Driven
Tops	Startup CEO: Ruthless
Tops	Founder Casual: Displaced
Tops	Founder Casual: Gentrified
Tops	Founder Casual: Home Owner
Tops	Entrepreneur: Disruption
Tops	Entrepreneur: Paradigm Shift
Tops	Entrepreneur: Innovation
Tops	Entrepreneur: Evolutionary
Tops	Board Chair: Fiduciary
Tops	Board Chair: Series A
Tops	Board Chair: Stakeholder
Tops	Board Chair: Dilluted
Tops	East Coast: Unicorn Hunter
Tops	East Coast: Angel Investor
Tops	East Coast: Not A Bubble
Tops	East Coast: Bidding War
Tops	Sunny Day: Advisor
Tops	Sunny Day: Incubator
Tops	Sunny Day: Chestnut
Tops	Sunny Day: The Marina
Tops	Investor: Dinner Club
Tops	Investor: Speakeasy
Tops	Investor: Gastronomy
Tops	Investor: Five Star
Hats	Newsie Cap: Millicent

Yacht Club Kiosk

TYPE	ITEM
Bags	Traveler’s Bag: Signal Flags
Bags	Traveler’s Bag: Never Lost
Bags	Traveler’s Bag: Rainslicker
Hats	Cap’n Hat: HMS Poseidon
Hats	Cap’n Hat: USS Deimos
Hats	Cap’n Hat: USS Princeton
Bottoms	Crew Trousers: Pacific
Bottoms	Crew Trousers: Atlantic
Bottoms	Crew Shorts: Mediterranean
Bottoms	Crew Shorts: Caribbean
Footwear	Deck Loafers: Woodbury
Footwear	Deck Loafers: Avalon
Footwear	Deck Loafers: Blackfin
Footwear	Deck Loafers: Dauntless
Footwear	Lawn Loafers: Monte Carlo
Footwear	Lawn Loafers: Rio de Janeiro
Footwear	Lawn Loafers: San Juan
Footwear	Oxfords: Conestoga
Footwear	Oxfords: Bunting
Footwear	Oxfords: Agerholm
Footwear	Oxfords: Goldenhorn
Tops	Deck Coat: Blackthorn
Tops	Deck Coat: Hornblower
Tops	Deck Coat: Haddock
Tops	Dining Club: First Mate
Tops	Dining Club: Boatswain
Tops	Dining Club: Stevedore
Tops	Dining Club: Admiral
Tops	Dining Club: Officer
Tops	Dining Club: Captain
Tops	Yacht Polo: Quartermaster
Tops	Yacht Polo: Navigator
Tops	Yacht Polo: Swabbie

Tops	Schooner Tee: Cruising
Tops	Schooner Tee: Sailing
Tops	Schooner Tee: Steaming
Tops	Windbreaker: The Squall
Tops	Windbreaker: The Gale
Tops	Windbreaker: The Hurricane

COLLECTIBLE CLOTHING

Marin: Sausalion And The Gates Houseboats

TYPE	ITEM
Top	Long Sleeve T-Shirt Lombard

Oakland: Downtown Oakland

TYPE	ITEM
Cap	Legs
Top	Short Sleeve T-Shirt Chinatown

San Francisco: Lombard Street

TYPE	ITEM
Cap	Crossroads
Top	Ferry Building T-Shirt
Top	Japantown Sweater
Mask	Sutro Tower

San Francisco: Coit Tower

TYPE	ITEM
Cap	Lake Merrit

San Francisco: Embarcadero

TYPE	ITEM
Top	Fisherman's Wharf Sweater

San Francisco: Civic Center

TYPE	ITEM
Mask	Cable Car

San Francisco: Mission Delores Park

TYPE	ITEM
Cap	Oakland
Top	Sleeveless T-Shirt Foggy

San Francisco: Painted Ladies

TYPE	ITEM
Mask	Sausy

San Francisco: San Bruno Mountain

TYPE	ITEM
Top	Skyline T-Shirt

San Francisco: Alcatraz

TYPE	ITEM
Mask	Castro
Mask	Twin Peaks

Clothing Rewards

MISSION COMPLETED	CLOTHING REWARDED
DedSec Event: Hack the Hacker: 3 missions completed	DedSec Rig Visor
DedSec Event: The Hunt: 3 missions completed	DedSec Rig Digital Harem
DedSec Event: The Persecution: 3 missions completed	DedSec Rig Event Shoes
DedSec Event: The Virus: 3 missions completed	DedSec Rig Mask
Main Operation: CyberDriver completed	Retro Cap CyberDriver
Main Operation: CyberDriver completed	CyberDriver Jacket
Main Operation: False Profits completed	Newly Dawned Pinstripe Jacket
Main Operation: False Profits completed	New Dawn Rags Mask
Main Operation: Hack Teh World completed	T-Shirt Money Puppet
Main Operation: HAUM Sweet HAUM completed	Fidel Cap WKZ

Main Operation: **Limp Nudle** completed	Nudle **Swag** Dev Team Short
Main Operation: **Looking Glass** completed	!NViTE **Swag** Grey Cardigan
Main Operation: **Looking Glass** completed	Swelter Outfit Desert Day Bag
Main Operation: **Looking Glass** completed	Swelter Outfit Sun Cap
Main Operation: **Looking Glass** completed	Swelter Outfit Headache Pants
Main Operation: **Looking Glass** completed	Swelter Outfit Desert Shoes
Main Operation: **Looking Glass** completed	Swelter Outfit Headache Top
Main Operation: **Looking Glass** completed	Swelter Outfit Mask
Main Operation: **Motherload** completed	Blume **Swag** Grey Cardigan
Main Operation: **Motherload** completed	Blume **Swag** Pristine Pants
Main Operation: **Power to the Sheeple** completed	T-Shirt Thrussted
Main Operation: **Power to the Sheeple** completed	!NViTE **Swag** T-Shirt
Main Operation: **Shanghaied** completed	Laptop Bag Chinese
Main Operation: **Shanghaied** completed	Sweatshirt East Beast
Main Operation: **W4tched** completed	Button-Up Shirt Landscaper
Main Operation: **W4tched** completed	T-Shirt FedSec
Online Operation: 1 mission completed	Teamwork Bucket
Online Operation: 3 missions completed	Teamwork Dual Brain
Online Operation: 9 missions completed	Teamwork Mask
Online: Bounty Hunter mission completed	Bounty Hunter Long Sleeve T-Shirt
Online: Hacking: 1 mission completed	Defalt Hoodie
Side Operation: **$911** completed	Capone Wiseguy Hat
Side Operation: **$911** completed	Capone Pinstripe Slacks
Side Operation: **$911** completed	Capone Pinstripe Suit
Side Operation: Activities: Drone Race: 1 Gold awarded	Hoodie Drone Ace
Side Operation: Activities: **eKart Challenge**: 1 Race won	eKart Racer Bright Green Tee
Side Operation: Activities: Motocross: 1 Gold awarded	Cap Motocross
Side Operation: Activities: Motocross: All (6) Gold awarded	Undershirt Motorcross Rider
Side Operation: Activities: **Sailboat Races**: 1 Gold awarded	Captains Cap Sailboat
Side Operation: Activities: **Sailboat Races**: All (6) Gold awarded	Dome Cover Sailboat Champ
Side Operation: **Shadows** completed	Throwback Gear Aiden’s Hat
Side Operation: **Shadows** completed	Throwback Gear Aiden’s Mask
Side Operation: **Shadows** completed	Throwback Gear Aiden’s Coat

Side Operations: Driver SF: 3 missions completed	Cabbie Cap Driver SF
Take 25 Scout X photos	Hat Scout
Take 50 Scout X photos	Scout Top
Take 100 Scout X photos	Scout Mask

Clothing In Sport Bags

CLOTHING	CITY	DISTRICT
580 Gear Sags Pants	**San Francisco**	**Nudle Park**
580s Gear Bling Top	**Oakland**	**Downtown Oakland**
580s Gear Mask	**Oakland**	**Downtown Oakland**
580s Gear Tracks Shoes	**San Francisco**	**Mission Delores Park**
Auntie Shu Outfit Boys Hat	**San Francisco**	**Coit Tower**
Auntie Shu Outfit Dragon Casual Top	**San Francisco**	**Lombard Street**
Auntie Shu Outfit Dragon Flight Pants	**San Francisco**	**Fisherman's Wharf**
Auntie Shu Outfit Mask	**San Francisco**	**Fisherman's Wharf**
Bratva Look Bail Runners Shoes	**San Francisco**	**Painted Ladies**
Bratva Look Head Cover	**Marin**	**Sausalito and The Gates Houseboats**
Bratva Look Mask	**Oakland**	**Uptown Oakland**
Bratva Look Riding Jacket	**San Francisco**	**Embarcadero**
Bratva Look To Each According Pants	**Oakland**	**Oakland Outskirts**
Ragnarok Colors Leather Daddy Hat	**Silicon Valley**	**Palo Alto**
Ragnarok Colors Mask	**Marin**	Point Bonita Lighthouse and Kirby Cove
Ragnarok Colors Member Cut Top	**Silicon Valley**	**South Silicon Valley**
Ragnarok Colors Ragnarok Riders Shoes	**Marin**	Point Bonita Lighthouse and Kirby Cove
Ragnarok Colors Road Rash Pants	**Silicon Valley**	**San Mateo**
Tezcas Represent Rag Flag Hat	**San Francisco**	**Nudle Park**
Tezcas Represent Southern Straps	**Oakland**	**Uptown Oakland**
Tezcas Represent Sturdy Work Pants	**San Francisco**	**Mission Delores Park**
Tezcas Represent Vato Flannel Top	**Oakland**	**North Oakland**

ULC

TYPE	ITEM
Urban Prison Outfit	Complete Side Operation: The Zodiac Killer
Engineer Outfit	Complete Online Operation: (Un)Lawful (Dis)Order
Urban Artist Outfit	Personalization Pack ULC
Punk Rock Outfit	Personalization Pack ULC
Defalt Outfit	ULC Bonus
White Hat Outfit	ULC Bonus
Bitflip Suit	ULC Bonus
Psychedelic Outfit	ULC Season Pass Pack

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APPENDIX
Collectibles

Key Data

CITY	LOCATION	NAME	RESEARCH DATA	ICON
Marin	Kirby Cove	Kirby Cove Key Data	Steady Hands	1
Marin	Vista Point	Vista Point Key Data	Expert Tinkering	2
Marin	The Gates Houseboats	The Gates Houseboats Key Data	System Crash: Blackout	3
Oakland	North Oakland	Key Data in Prescott	Fast Trigger Finger	1
Oakland	Downtown Oakland	Key Data in Jack London Square	Massive System Crash	2
Oakland	Downtown Oakland	Key Data in Elmhurst	Gang War	3
San Francisco	Fort Point	Key Data in Fort Point	Botnet Savings for City Hacking	1
San Francisco	Lombard Street	Key Data in Lomard Street	Tweaked Blast	2
San Francisco	Lombard Street	Key Data in Chinatown	Massive Vehicle Hack	3
San Francisco	Coit Tower	Key Data in Coit Tower	Strong Grip	4
San Francisco	Embarcadero Center	Key Data in Embarcadero Center	Engine Overdrive	5

San Francisco	Embarcadero Center	Key Data in Ferry Building	Remote Gadgets	6
San Francisco	Golden Gate Park	Key Data in Cliff House	Target Weakness	7
San Francisco	Nudle Park	Key Data in Nudle Park	Keen Eye	8
San Francisco	Mission Delores Park	Key Data in SFMOMA	Chopper Retreat Exploit	9
San Francisco	San Bruno Mountain	Key Data in New Dawn Facility	Security System Shutdown	10
San Francisco	San Bruno Mountain	Key Data in Sutro Tower	Electro Shock Optimization.	11
San Francisco	Alcataraz	Key Data in Alcatraz	Speed Boost	12
San Francisco	Yerba Buena	Key Data in Yerba Buena	Botnet Savings for Vehicle Hack	13
Silicon Valley	Crystal Springs	Key Data in Crystal Spring Dam	Expert RC Engineering.	1
Silicon Valley	Palo Alto	Key Data in Palo Alto	Enhanced Spring	2
Silicon Valley	Stanford University	Key Data in Standford University	Stun Amp Up	3
Silicon Valley	South Silicon Valley	Key Data in Swan Levitt Observatory	Botnet Savings for Personal Devices	4
Silicon Valley	Nudle and Galilei	Key Data in Galilei	Explosive Optimzation	5

Research

CITY	LOCATION	ICON
Marin	Point Bonita and Kirby Cove	1
Marin	Point Bonita and Kirby Cove	2
Marin	Point Bonita and Kirby Cove	3
Marin	Vista Point and Horseshoe Bay	4
Marin	Vista Point and Horseshoe Bay	5
Marin	Vista Point and Horseshoe Bay	6
Marin	Vista Point and Horseshoe Bay	7
Marin	Vista Point and Horseshoe Bay	8
Marin	Sausalito and The Gates Houseboats	9
Marin	Sausalito and The Gates Houseboats	10
Marin	Sausalito and The Gates Houseboats	11
Marin	Sausalito and The Gates Houseboats	12
Marin	Sausalito and The Gates Houseboats	13
Oakland	Oakland Outskirts	1
Oakland	North Oakland	2
Oakland	North Oakland	3

Oakland	North Oakland	4
Oakland	Uptown Oakland	5
Oakland	Uptown Oakland	6
Oakland	Uptown Oakland	7
Oakland	Uptown Oakland	8
Oakland	Uptown Oakland	9
Oakland	Uptown Oakland	10
Oakland	Uptown Oakland	11
Oakland	Uptown Oakland	12
Oakland	Uptown Oakland	13
Oakland	Uptown Oakland	14
Oakland	Uptown Oakland	15
Oakland	Uptown Oakland	16
Oakland	Downtown Oakland	17
Oakland	Downtown Oakland	18
Oakland	Downtown Oakland	19
Oakland	Downtown Oakland	20

Oakland	Downtown Oakland	21
Oakland	Downtown Oakland	22
Oakland	Downtown Oakland	23
Oakland	Downtown Oakland	24
Oakland	Downtown Oakland	25
Oakland	South Oakland	26
Oakland	South Oakland	27
Oakland	South Oakland	28
San Francisco	Fort Point	1
San Francisco	Fort Point	2
San Francisco	Fisherman’s Wharf	3
San Francisco	Fisherman’s Wharf	4
San Francisco	Fisherman’s Wharf	5
San Francisco	Lombard Street	6
San Francisco	Lombard Street	7
San Francisco	Lombard Street	8
San Francisco	Lombard Street	9

San Francisco	Lombard Street	10
San Francisco	Lombard Street	11
San Francisco	Coit Tower	12
San Francisco	Coit Tower	13
San Francisco	Coit Tower	14
San Francisco	Coit Tower	15
San Francisco	Embarcadero Center	16
San Francisco	Embarcadero Center	17
San Francisco	Embarcadero Center	18
San Francisco	Embarcadero Center	19
San Francisco	Golden Gate Park	20
San Francisco	Golden Gate Park	21
San Francisco	Golden Gate Park	22
San Francisco	Civic Center	23
San Francisco	Civic Center	24
San Francisco	Civic Center	25
San Francisco	Civic Center	26

San Francisco	Civic Center	27
San Francisco	Nudle Park	28
San Francisco	Nudle Park	29
San Francisco	Nudle Park	30
San Francisco	Nudle Park	31
San Francisco	Nudle Park	32
San Francisco	Nudle Park	33
San Francisco	Nudle Park	34
San Francisco	Nudle Park	35
San Francisco	Nudle Park	36
San Francisco	Mission Delores Park	37
San Francisco	Mission Delores Park	38
San Francisco	Mission Delores Park	39
San Francisco	Mission Delores Park	40
San Francisco	Mission Delores Park	41
San Francisco	Mission Delores Park	42
San Francisco	Mission Delores Park	43

San Francisco	Painted Ladies	44
San Francisco	Painted Ladies	45
San Francisco	Painted Ladies	46
San Francisco	San Bruno Mountain	47
San Francisco	San Bruno Mountain	48
San Francisco	San Bruno Mountain	49
San Francisco	San Bruno Mountain	50
San Francisco	San Bruno Mountain	51
San Francisco	San Bruno Mountain	52
San Francisco	San Bruno Mountain	53
San Francisco	Alcataraz	54
San Francisco	Yerba Buena	55
Silicon Valley	Crystal Springs	1
Silicon Valley	San Mateo	2
Silicon Valley	San Mateo	3
Silicon Valley	Northern Silicon Valley	4
Silicon Valley	Palo Alto	5

Silicon Valley	Palo Alto		6
Silicon Valley	Stanford University		7
Silicon Valley	Stanford University		8
Silicon Valley	Stanford University		9
Silicon Valley	Stanford University		10
Silicon Valley	Stanford University		11
Silicon Valley	Stanford University		12
Silicon Valley	South Silicon Valley		13
Silicon Valley	Nudle and Galilei		14
Silicon Valley	Nudle and Galilei		15

Money

CITY	LOCATION	TYPE	ICON
Marin	Point Bonita and Kirby Cove	Sport Bag	1
Marin	Point Bonita and Kirby Cove	Sport Bag	2
Marin	Vista Point and Horseshoe Bay	Money Bag	3
Marin	Vista Point and Horseshoe Bay	Sport Bag	4
Marin	Vista Point and Horseshoe Bay	Sport Bag	5

Marin	Sausalito and The Gates Houseboats	Sport Bag	6
Marin	Sausalito and The Gates Houseboats	Sport Bag	7
Marin	Sausalito and The Gates Houseboats	Sport Bag	8
Oakland	Oakland Outskirts	Money Bag	1
Oakland	Oakland Outskirts	Sport Bag	2
Oakland	Oakland Outskirts	Sport Bag	3
Oakland	Oakland Outskirts	Sport Bag	4
Oakland	North Oakland	Money Bag	5
Oakland	North Oakland	Money Bag	6
Oakland	North Oakland	Sport Bag	7
Oakland	North Oakland	Sport Bag	8
Oakland	Uptown Oakland	Sport Bag	9
Oakland	Uptown Oakland	Money Bag	10
Oakland	Uptown Oakland	Sport Bag	11
Oakland	Uptown Oakland	Money Bag	12
Oakland	Uptown Oakland	Money Bag	13
Oakland	Uptown Oakland	Sport Bag	14

Oakland	Uptown Oakland	Money Bag	15
Oakland	Uptown Oakland	Sport Bag	16
Oakland	Uptown Oakland	Sport Bag	17
Oakland	Downtown Oakland	Money Bag	18
Oakland	Downtown Oakland	Money Bag	19
Oakland	Downtown Oakland	Money Bag	20
Oakland	Downtown Oakland	Sport Bag	21
Oakland	Downtown Oakland	Sport Bag	22
Oakland	Downtown Oakland	Sport Bag	23
Oakland	Downtown Oakland	Money Bag	24
Oakland	Downtown Oakland	Money Bag	25
Oakland	Downtown Oakland	Sport Bag	26
Oakland	Downtown Oakland	Sport Bag	27
Oakland	Downtown Oakland	Sport Bag	28
Oakland	Downtown Oakland	Sport Bag	29
Oakland	Downtown Oakland	Money Bag	30
Oakland	South Oakland	Money Bag	31

Oakland	South Oakland	Money Bag	32
Oakland	South Oakland	Sport Bag	33
San Francisco	Fort Point	Money Bag	1
San Francisco	Fort Point	Money Bag	2
San Francisco	Fort Point	Sport Bag	3
San Francisco	Fort Point	Sport Bag	4
San Francisco	Fort Point	Sport Bag	5
San Francisco	Fisherman’s Wharf	Sport Bag	6
San Francisco	Fisherman’s Wharf	Money Bag	7
San Francisco	Fisherman’s Wharf	Money Bag	8
San Francisco	Fisherman’s Wharf	Sport Bag	9
San Francisco	Fisherman’s Wharf	Sport Bag	10
San Francisco	Fisherman’s Wharf	Sport Bag	11
San Francisco	Lombard Street	Sport Bag	12
San Francisco	Lombard Street	Sport Bag	13
San Francisco	Lombard Street	Sport Bag	14
San Francisco	Lombard Street	Money Bag	15

San Francisco	Lombard Street	Sport Bag	16
San Francisco	Lombard Street	Money Bag	17
San Francisco	Lombard Street	Money Bag	18
San Francisco	Lombard Street	Sport Bag	19
San Francisco	Lombard Street	Money Bag	20
San Francisco	Coit Tower	Sport Bag	21
San Francisco	Coit Tower	Sport Bag	22
San Francisco	Coit Tower	Money Bag	23
San Francisco	Coit Tower	Sport Bag	24
San Francisco	Embarcadero Center	Money Bag	25
San Francisco	Embarcadero Center	Money Bag	26
San Francisco	Embarcadero Center	Money Bag	27
San Francisco	Embarcadero Center	Money Bag	28
San Francisco	Embarcadero Center	Money Bag	29
San Francisco	Golden Gate Park	Money Bag	30
San Francisco	Civic Center	Money Bag	31
San Francisco	Civic Center	Money Bag	32

San Francisco	Nudle Park	Sport Bag	33
San Francisco	Nudle Park	Sport Bag	34
San Francisco	Nudle Park	Money Bag	35
San Francisco	Nudle Park	Money Bag	36
San Francisco	Nudle Park	Sport Bag	37
San Francisco	Nudle Park	Money Bag	38
San Francisco	Nudle Park	Sport Bag	39
San Francisco	Nudle Park	Sport Bag	40
San Francisco	Nudle Park	Money Bag	41
San Francisco	Nudle Park	Money Bag	42
San Francisco	Nudle Park	Money Bag	43
San Francisco	Nudle Park	Sport Bag	44
San Francisco	Nudle Park	Money Bag	45
San Francisco	Mission Delores Park	Money Bag	46
San Francisco	Mission Delores Park	Sport Bag	47
San Francisco	Mission Delores Park	Sport Bag	48
San Francisco	Mission Delores Park	Sport Bag	49

San Francisco	Mission Delores Park	Money Bag	50
San Francisco	Mission Delores Park	Money Bag	51
San Francisco	Mission Delores Park	Sport Bag	52
San Francisco	Mission Delores Park	Sport Bag	53
San Francisco	Mission Delores Park	Sport Bag	54
San Francisco	Mission Delores Park	Sport Bag	55
San Francisco	Mission Delores Park	Money Bag	56
San Francisco	Mission Delores Park	Money Bag	57
San Francisco	Mission Delores Park	Money Bag	58
San Francisco	Painted Ladies	Sport Bag	59
San Francisco	Painted Ladies	Money Bag	60
San Francisco	Painted Ladies	Sport Bag	61
San Francisco	Painted Ladies	Money Bag	62
San Francisco	San Bruno Mountain	Money Bag	63
San Francisco	San Bruno Mountain	Money Bag	64
San Francisco	San Bruno Mountain	Money Bag	65
San Francisco	San Bruno Mountain	Money Bag	66

San Francisco	San Bruno Mountain	Money Bag	67
San Francisco	San Bruno Mountain	Money Bag	68
San Francisco	San Bruno Mountain	Sport Bag	69
San Francisco	San Bruno Mountain	Money Bag	70
San Francisco	San Bruno Mountain	Money Bag	71
San Francisco	San Bruno Mountain	Sport Bag	72
San Francisco	Alcataraz	Money Bag	73
San Francisco	Alcataraz	Money Bag	74
San Francisco	Yerba Buena	Money Bag	75
San Francisco	Yerba Buena	Sport Bag	76
Silicon Valley	Crystal Springs	Sport Bag	1
Silicon Valley	Crystal Springs	Sport Bag	2
Silicon Valley	San Mateo	Money Bag	3
Silicon Valley	San Mateo	Money Bag	4
Silicon Valley	San Mateo	Money Bag	5
Silicon Valley	San Mateo	Money Bag	6
Silicon Valley	San Mateo	Sport Bag	7

Silicon Valley	Palo Alto	Money Bag	8
Silicon Valley	Palo Alto	Sport Bag	9
Silicon Valley	Palo Alto	Money Bag	10
Silicon Valley	Palo Alto	Sport Bag	11
Silicon Valley	Palo Alto	Sport Bag	12
Silicon Valley	Palo Alto	Money Bag	13
Silicon Valley	Palo Alto	Sport Bag	14
Silicon Valley	Stanford University	Money Bag	15
Silicon Valley	Stanford University	Sport Bag	16
Silicon Valley	Stanford University	Money Bag	17
Silicon Valley	South Silicon Valley	Sport Bag	18
Silicon Valley	Nudle and Galilei	Money Bag	19
Silicon Valley	Nudle and Galilei	Money Bag	20
Silicon Valley	Nudle and Galilei	Sport Bag	21
Silicon Valley	Nudle and Galilei	Money Bag	22
Silicon Valley	Nudle and Galilei	Money Bag	23
Silicon Valley	Nudle and Galilei	Money Bag	24

Silicon Valley	Nudle and Galilei	Sport Bag	25
Silicon Valley	Nudle and Galilei	Money Bag	26
Silicon Valley	Nudle and Galilei	Money Bag	27

Paint

CITY	LOCATION	TYPE OF PAINT JOB	ICON
Marin	Point Bonita and Kirby Cove	Jumper	1
Marin	Vista Point and Horseshoe Bay	Jumper	2
Marin	Sausalito and The Gates Houseboats	Jumper	3
Marin	Sausalito and The Gates Houseboats	Vehicle	4
Oakland	Oakland Outskirts	Vehicle	1
Oakland	Uptown Oakland	Vehicle	2
Oakland	Uptown Oakland	Weapon	3
Oakland	Downtown Oakland	Jumper	4
Oakland	Downtown Oakland	Vehicle	5
Oakland	Downtown Oakland	Vehicle	6
San Francisco	Fort Point	Weapon	1
San Francisco	Coit Tower	Vehicle	2

San Francisco	Coit Tower	Weapon	3
San Francisco	Embarcadero Center	Jumper	4
San Francisco	Nudle Park	Jumper	5
San Francisco	Nudle Park	Vehicle	6
San Francisco	Nudle Park	Quadcopter	7
San Francisco	Nudle Park	Quadcopter	8
San Francisco	Mission Delores Park	Vehicle	9
San Francisco	Mission Delores Park	Vehicle	10
San Francisco	Mission Delores Park	Vehicle	11
San Francisco	Mission Delores Park	Jumper	12
San Francisco	Painted Ladies	Weapon	13
Silicon Valley	Crystal Springs	Vehicle	1
Silicon Valley	San Mateo	Quadcopter	2
Silicon Valley	San Mateo	Quadcopter	3
Silicon Valley	San Mateo	Quadcopter	4
Silicon Valley	Northern Silicon Valley	Quadcopter	5
Silicon Valley	Palo Alto	Jumper	6

Silicon Valley	South Silicon Valley	Weapon		7
Silicon Valley	Nudle and Galilei	Vehicle		8

Unique Vehicles

CITY	LOCATION	VEHICLE	ICON	
Marin	Point Bonita and Kirby Cove	Ice Cube by Sumitzu Auto		1
Oakland	Uptown Oakland	Wrecker by Global Motors		1
Oakland	Uptown Oakland	Mountain King by Brubeck Engines		2
San Francisco	Painted Ladies	Flip Wagon by Bogen		1
San Francisco	Yerba Buena Island	Danger Mobile by Landrock Motors		1
Silicon Valley	San Mateo	Rainbow Missile by Fruttato		1
Silicon Valley	Nudle and Galilei	The Dangerzone by Targ Motors		1

Scout X

CITY	LOCATION	SCOUT X	ICON	
Marin	Point Bonita and Kirby Cove	Point Bonita Lighthouse		1
Marin	Point Bonita and Kirby Cove	Battery Spencer		2
Marin	Point Bonita and Kirby Cove	Golden Gate Bridge		3
Marin	Sausalito and The Gates Houseboats	Tree Houses		4
Marin	Sausalito and The Gates Houseboats	Rock Piling Artist		5

Oakland	Uptown Oakland	Flask Mob	1
Oakland	Uptown Oakland	Crazy Preacher	2
Oakland	Downtown Oakland	Guadalupe in Woodland	3
Oakland	Downtown Oakland	Masked Musician	4
San Francisco	Fort Point	Ballet Photoshoots	1
San Francisco	Fort Point	Zombies	2
San Francisco	Fort Point	Wedding Professional Pictures	3
San Francisco	Fort Point	Palace of Fine Arts	4
San Francisco	Fort Point	Battery Godfrey	5
San Francisco	Fisherman's Wharf	Ferry Arch	6
San Francisco	Fisherman's Wharf	Pier 39 Sea Lions	7
San Francisco	Fisherman's Wharf	Sea Lion Mural	8
San Francisco	Fisherman's Wharf	The Crab	9
San Francisco	Fisherman's Wharf	Living Statue	10
San Francisco	Fisherman's Wharf	Bushman	11
San Francisco	Lombard Street	Lombard Street	12
San Francisco	Lombard Street	Erhu Player	13
San Francisco	Lombard Street	California Aberration	14

San Francisco	Lombard Street	Chinatown Gate	15
San Francisco	Coit Tower	Digital Emperor	16
San Francisco	Coit Tower	Coit Tower	17
San Francisco	Coit Tower	The Parrots	18
San Francisco	Coit Tower	Crab Man	19
San Francisco	Golden Gate Park	Murphy Windmill	20
San Francisco	Civic Center	Ukiyo-e	21
San Francisco	Civic Center	Kawaii Dancer	22
San Francisco	Civic Center	Peace Pagoda	23
San Francisco	Civic Center	Alive Mannequin	24
San Francisco	Nudle Park	Communities not Condos	25
San Francisco	Nudle Park	Recycle Your Emails	26
San Francisco	Nudle Park	Ubisoft San Francisco	27
San Francisco	Mission Delores Park	Love in Castro	28
San Francisco	Mission Delores Park	The Castro Theatre	29
San Francisco	Mission Delores Park	Drag Queen Doorman	30
San Francisco	Mission Delores Park	Clarion Alley	31
San Francisco	Mission Delores Park	Rabbit Business	32

San Francisco	Painted Ladies	Danski's Graffiti	33
San Francisco	Painted Ladies	Body Paint Girl	34
San Francisco	Painted Ladies	Famous Fishnet Legs	
San Francisco	Painted Ladies	Donut Guy	36
San Francisco	Painted Ladies	Garden of Peace & Love	37
San Francisco	Painted Ladies	Shoe Garden	38
San Francisco	Painted Ladies	Painted Ladies	39
San Francisco	San Bruno Mountain	Sutro Tower	40
San Francisco	San Bruno Mountain	Nudle 360 Mapper	41
San Francisco	Alcataraz	Alcatraz Guide	42
San Francisco	Alcataraz	Alcatraz	43
Silicon Valley	Crystal Springs	New Dawn Temple	1
Silicon Valley	Northern Silicon Valley	Tidis Building	2
Silicon Valley	Stanford University	Standford Tower	3
Silicon Valley	Nudle and Galilei	Nudle Lightbulb	4

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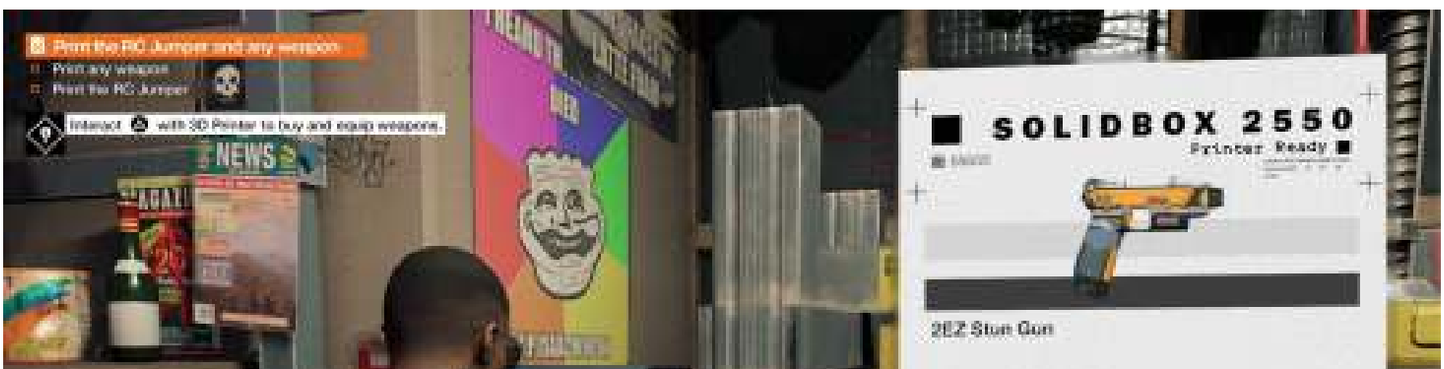
APPENDIX

Hidden Gnomes

Tucked away in inconspicuous locations throughout **San Francisco** and **Oakland**, there are 10 Garden Gnomes to collect. Gathering them all unlocks a secret outfit. The following gives you the exact location for each one with detailed walkthroughs on how to obtain them. You can collect the gnomes in any order. This walkthrough starts with the most northern gnome, all the way to the final one in **Oakland**.

The **RC Jumper** is required to reach many of the gnomes and you can craft one at the **3D Printer** inside hackerspace for free. A lift is often necessary to reach gnomes found on rooftops; various lifts can be found around the city.



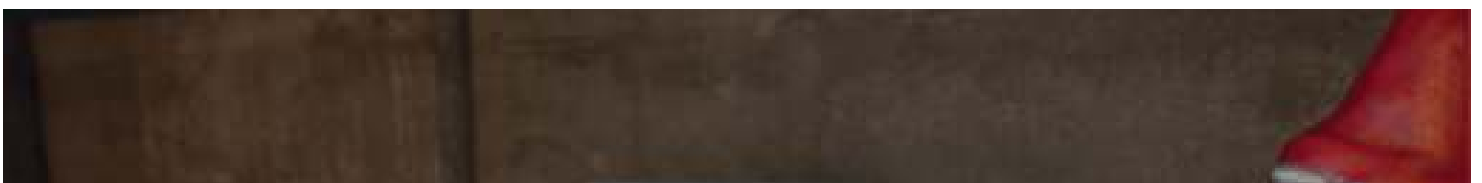
GNOME LAPTOP

Location: `Fisherman's Wharf` - Seafood Restaurant

Required Equipment: `RC Jumper`

Before you can find the `collectibles`, you must first access a hidden laptop that displays the gnomes' locations. Head to the Seafood Restaurant at `Fisherman's Wharf` and proceed to the northeast side. Deploy the Jumper and drive it into a crawlspace under the stairs.

Follow the path to a dead end where a gnome sits in front of a laptop and Research Point. Hack the WiFi Sniffer to gain the point and then interact with the computer. The screen displays a map with all 10 gnome locations circled.



GNOME #1

Location: North of Palace of Fine Arts – Tidis Corporation

Required Equipment: `RC Jumper`

To the northwest, near the Palace of Fine Arts, a gnome rests inside a Bratva Gang stronghold (a restricted area). Inside, several gang members and a couple of dogs patrol the grounds. There are multiple ways in: hack the gates on the north and east sides or climb into the pipe to the west. A camera on the front of the Tidis Corporation building allows you to survey the area from outside the fence. There are also several items that can be used to distract the guards. There's a forklift on the left and a few explosive objects near the buildings.

The gnome is inside the doghouse, which is located to the right once you get inside the north gate. The least confrontational strategy is to deploy the **`RC Jumper`** from the north side. Enter the gate and drive to the doghouse. Hop into the opening and pick up the gnome. If a dog is guarding the entrance, you will need to quickly avoid it or take it down with a melee attack before sending in the **`remote control`** device.

GNOME #2

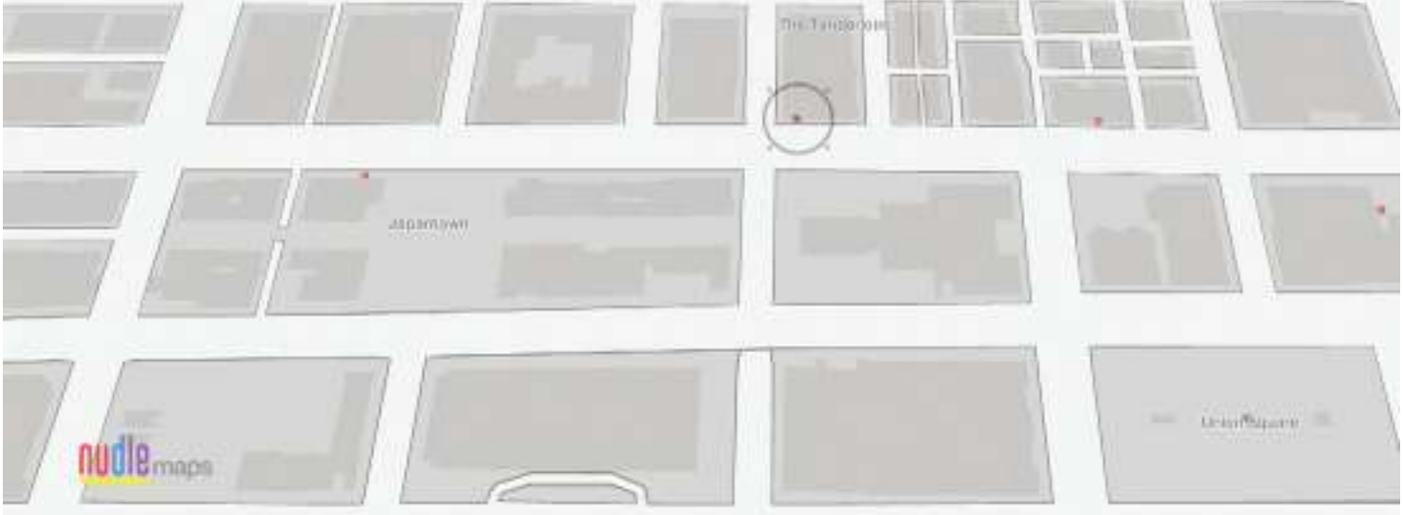
Location: North of **Embarcadero** Center - Rooftop of Health Store

Required Equipment: **RC Jumper**

Find the Travel Agency located a block north of **Embarcadero** Center, next to a pedestrian bridge. Move around the right side, ascend the short staircase on the left, and hop a fence to reach the rear of the building. Climb the ladder to reach a small landing. You can continue up the machinery ahead to reach the rooftop, where a vent gate is locked. You must trace the red line back to find the Closed Circuit Terminal.

At the landing, deploy the **RC Jumper** into a hole in the ductwork and drive into the small room on the right. Hack the circuit to unlock the vent. Return to the roof and climb onto the machinery next to the vent gate. Deploy the **RC Jumper** inside and follow the path to a small room, where a Research Point and gnome are located.

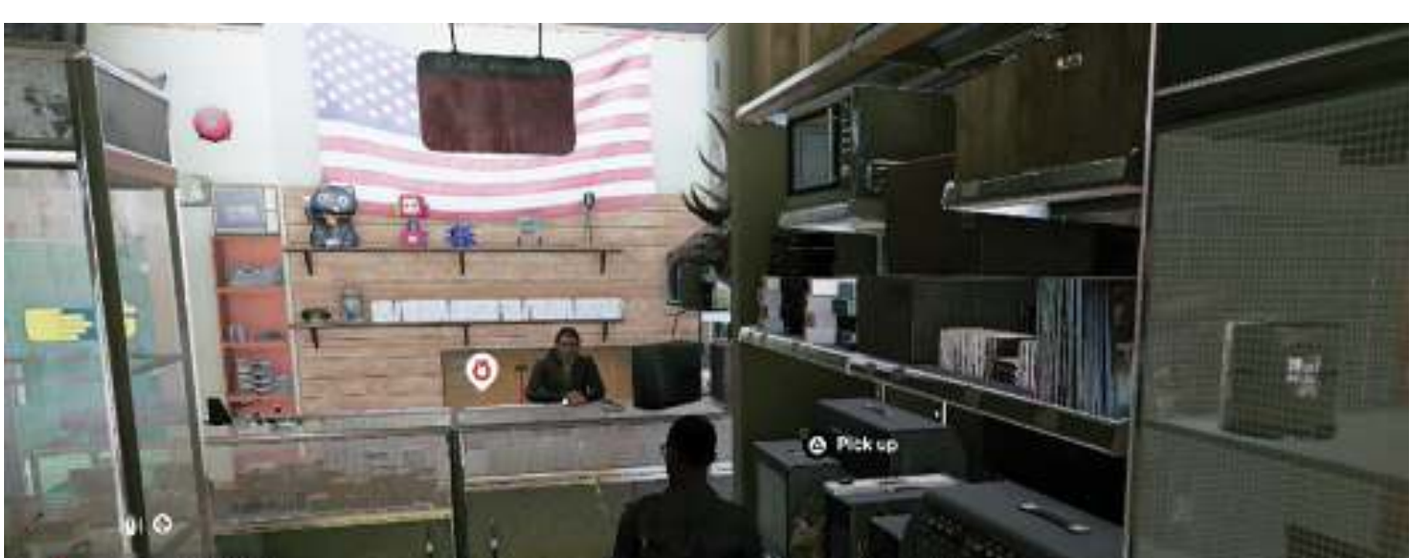
GNOME #3



Location: Tenderloin - Papa B’s Pawn Shop

Required Equipment: None

The third Gnome is very simple to collect. In the seedy Tenderloin district, find Papa B’s Pawn Shop on the south side of the block on the corner. Step inside and collect the item from the right shelf.



GNOME #4

Location: Transbay Center - Upper Level

Required Equipment: Lift

Grab a lift and take it to the Transbay Center; there's one next to the Starter Oil Co. Gas Station, two blocks to the southeast. Drive it up the stairs to reach the gardens on the upper level. Find the hedges that form a quadrilateral in the middle of the area. Park the lift next to the foliage, use it to get inside, and collect the gnome. Climb the pergola or Fast Travel to exit the area. This gnome can be found without a lift if you have the `RC Jumper` and Enhanced Spring upgrade.

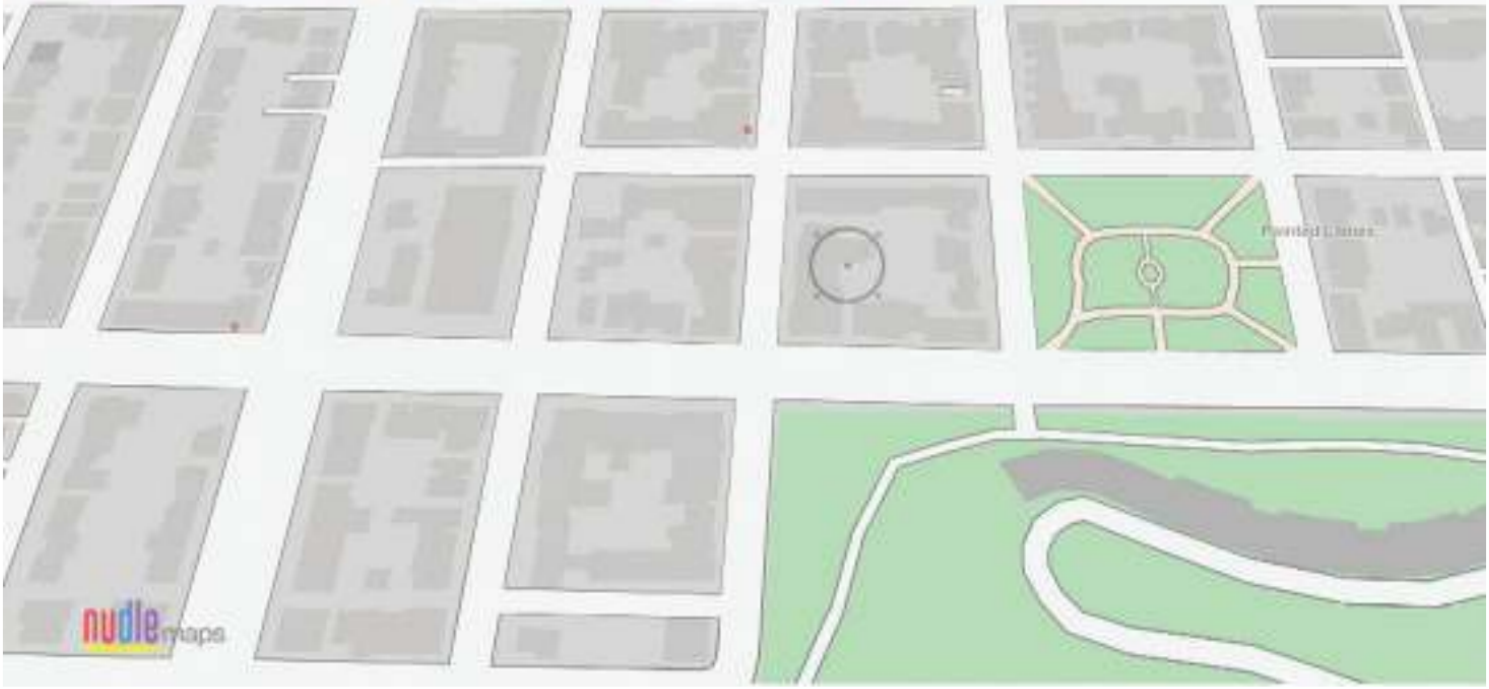
GNOME #5

Location: Haum Data Center – Bookstore Roof

Required Equipment: Lift

Southwest of the Haum Data Center, there's a gnome atop the Bookstore (look for the mural of a unicorn). A lift is required to reach the rooftop; you can find a lift behind the building close to this one. Use the lift to reach the roof and collect the gnome next to the ductwork.

GNOME #6



Location: South of **Golden Gate Park** – Behind Doobie Donuts

Required Equipment: None

Find Doobie Donuts south of **Golden Gate Park** and a couple blocks west of the **Painted Ladies**. Enter the alley behind the shop and climb the second set of stairs on the right. Continue all the way to the roof and search the garden ahead to find this gnome.

GNOME #7

Location: West of Mission Dolores Park – Across from Stache & Vine `Clothing` Shop

Required Equipment: None

From Stache & Vine `Clothing` Shop, run south around the bakery and mantle over the wall just after the words “DREAM BIGGER”. Continue straight onto the shed and over to the deck on the left. Climb onto the storage container, vault over the fencing, and into the hot tub to find this gnome.